

Codes, Columns & the Country's Coolest Arcades!

# TIPS & TRICKS

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Issue!**

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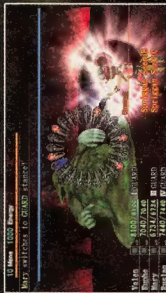




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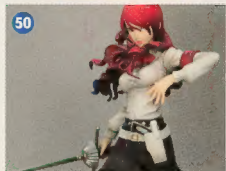
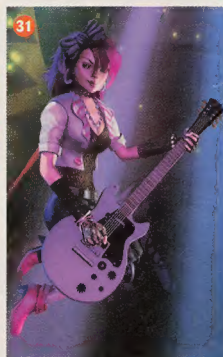
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# TIPS & TRICKS

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new site in development

## GET TO KNOW US

While you're waiting for our new site, if you don't know us, get to know us! Below are samples of some of the great content from the extensive Tips & Tricks library. Enjoy, and look forward to a site with the newest tips and tricks for the newest games!

## STRATEGY GUIDES

# TipsTricks.com Version 1.0

**G**reetings, gamers. By the time this issue of *TIPS & TRICKS* is sitting in your hot little hands, our temporary version of the all-new TipsTricks.com site will have been up and running for well over a month.

Of course, this isn't the ultimate site, but rather than wait until everything was absolutely, totally complete (which, when it comes to Web sites, is sometime between never and not even then), we decided to begin showing off our stuff now.

The site is being constructed in phases; but unlike, say, the rebuilding of New Orleans or the withdrawal of troops from Iraq, we have a timetable. And if you check back at our site on a regular basis, we think you'll be pretty freakin' impressed.

During each phase, we will continue to post strategy guides, features, columns, forums and more material from this magazine, as well as entirely original offerings such as Charlotte Chen's must-read report on her week in Japan collecting all the inside dope on upcoming *Final Fantasy* projects. And then there's our Streaming Strategy section—videos that demonstrate everything from how to kick boss butt to providing the quickest way to get from Point A to Point Z in your favorite RPG.

Since we popped the champagne corks on 2007, the staff has been working like one-armed paperhangers to produce a site that represents both the strategic and lifestyle elements of *Tips & Tricks* in the most attractive and intuitive manner possible. And while we're not all the way there yet, I've heard that the journey can be as rewarding as the arrival.

So check it out. You don't even have to be a subscriber to access most of the site, but let me assure you that a year's worth of total access to TipsTricks.com and 12 issues of this magazine is just about the best buy in the business.

Most importantly, we want you to join in the fun. So drop in and drop us a line, either via the site itself or by way of email (Mail@TipsTricks.com) and let us know what you think of the post-Code Club incarnation of our work-in-progress.

—Bill "The Game Doctor" Kunkel  
Editor in Chief

# TIPS & TRICKS

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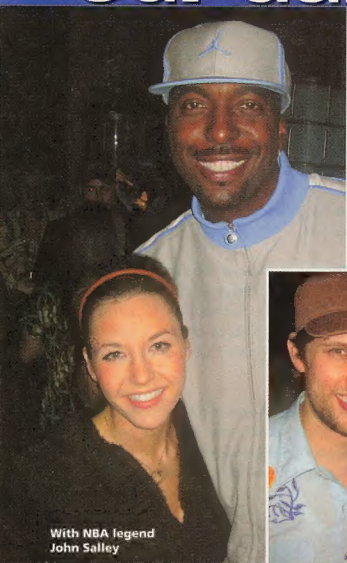
Editor in Chief





# Our Gang

Kyleen made the scene at the Halo 3 preview event in Hollywood. Our thanks to her pal Porschea for the photos!



With NBA legend  
John Salley



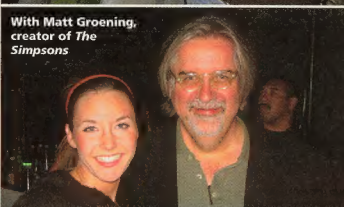
With Pirates  
of the  
Caribbean  
star Geoffrey  
Rush



With identical twins  
Dan and Jon (Napoleon  
Dynamite) Heder



With Matt Groening,  
creator of The  
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With Fantastic 4  
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Pat



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Josh



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Jeb



Tom





GameWorks

While it may be difficult for today's gamers to believe, when cartridge-based video game systems first arrived on the scene in the late '70s, their ultimate goal was to come as close as possible to duplicating the hot arcade games—coin-ops, as they are known—of the day. Virtually every game produced during that generation for systems such as the Atari VCS, the Intellivision and the ColecoVision were either licensed or unlicensed imitations of the games that were sucking up quarters at the local arcades like an Oreck vacuum on steroids. Hits like *Space Invaders* and *Pac-Man* created entire genres, and the box art on the majority of ColecoVision games simply depicted the actual arcade machine the company had licensed.

Today, however, arcades no longer represent the leading edge in terms of game development. Instead, they've gone in a variety of directions, from massive gaming cathedrals featuring rows of networked driving simulators and state-of-the-art computer cafes to larger-than-life re-creations of old-school gaming parlors.

Soon, we began wondering: Just where were the best American arcades? That wonderment turned to determination as we assigned game journalist and erstwhile editor of *Classic Gamer Magazine*, Chris "Cav" Cavanaugh to go out and locate the best of the best. And so he did. Seeking everything from cutting-edge, hydraulically-enhanced virtual roller coasters to retro classics, he came up with the following "Ultimate Gamer's Guide" to America's top arcades.

—Bill Kunkel

# The Coolest in America

by Chris Cavanaugh

Pity the poor arcade. Reports of its death have been trickling in for 20 years, yet somewhere along the line, someone forgot to dig a plot and hold services. Fortunately, reports of the arcade scene's demise have been greatly exaggerated; it is still very much alive and even thriving in locales across the country. Some arcades have become a bit glossier with their sound stage-like environments, while others have either captured or maintained the spirit of legendary game rooms from the past.

## Ground Control

511 NW Couch Street  
Portland, Oregon

**Price Rating:** Great bargain. Free admission during the day with a small entertainment cover charge at night.

**Description:** Classic dark arcade with classic games on tap.

**Web Site:** <http://groundcontrol.com>

Portland's '80s love-fest location and local favorite is the ideal destination for arcade and pinball enthusiasts. All ages are welcome, but those under 21 must hit the pavement after 7:00 PM when Ground Control's friendly crew serves up beer and wine at a bar that displays (and sells) classic consoles and games. The dark atmosphere and '80s tunes invite customers to drop quarters into such classic cabinets as *Popeye*, *Super*





Pac-Man and Gorf, but also partake in more "modern" offerings like *Smashing Drive*, *Golden Tee* and a two-player Japanese *Dance Dance Revolution Extreme*. Pinball hounds of the Pacific Northwest can ditch bowling night and head to Ground Kontrol when they host the Portland Pinball League. 24 meticulously maintained units line the walls, suffused in an alluring neon glow.



Silver ball buffs can flip their way on vintage tables such as *Star Trek* and *King Pin*, or other tables from the '80s, '90s and early 2000s, including *Terminator 2*, *Lord of the Rings* and *South Park*. Thursdays feature live "TRONix" music from local electronica bands, and Fridays feature DJs spinning '80s tunes for the legendary "Reagan-o-Mix."

# Arcades

## Santa Cruz Beach Boardwalk 400 Beach St. Santa Cruz, California

**Price Rating:** Cheap. All games run on tokens.

**Description:** Beach-casual.

**Web Site:** <http://www.beachboardwalk.com>

Santa Cruz Beach Boardwalk Grand Arcades feature two huge game rooms astride the beautiful Pacific Ocean. The Casino Arcade packs in over 300 well-maintained (and tanning butter-free) arcade games. Step into the "Classic Corner" section for '80s favorites including *Galaga* and *Joust*, and classic redemption games such as *Skee Ball*.



Next door,

the legendary "Laffing Sal" greets visitors to Neptune's Kingdom, which provides beachgoers with even more arcade games as well as two stories full of miniature golf, billiards and air hockey. Those requiring a bit more physical activity can grab a gun and step inside their seven-room, 3,500-square-foot Laser Tag Arena or into Boardwalk Bowl for a quick 10 frames. Still itching for more games? Then catch some rays on the classic seaside amusement park and win some souvenirs at one of many carnival-style skill games. The place gets hopping on weekends and during its popular "1907 Nights," so expect to line up your tokens on the more popular cabinets.







## Funspot

Route 3

Wells Beach, New Hampshire

Price Rating: Family-friendly bargain.

Description: Arcadian location.

Web Site: <http://www.funspotnh.com>

## Las Vegas Pinball Museum

3330 E. Tropicana

Las Vegas, Nevada

Price Rating: Best value in Vegas. Quarters rule.

Description: Silverball for a cause.

Web Site: <http://www.pinballmuseum.org>



## GameWorks

601 N. Martingale Rd. #11

Schaumburg, Illinois

Price Rating: A bit on the pricey side. Prepare to recharge your Game Play Card often.

Description: Corporate clean.

Web Site: <http://www.gameworks.com/locations/schaumburg.php>

Probably the most recognizable name in arcades, Sega Entertainment's GameWorks spans 16 U.S. and two international locations. If you're itching for the latest and greatest to come out of Sega's arcade division, then head to its Schaumburg, Illinois location. Just a token's throw from Sega Amusements U.S.A., Schaumburg GameWorks has access to the newest arcade games straight from the factory.

Players interested in experiencing *The House of the Dead 4 Special* must strap and safety bar themselves as they spin and swivel while blasting zombies projected onto 100-inch screens.

Family owned and operated Funspot in New Hampshire was built in 1952 and is home to one of the largest arcades in America, housing over 500 titles. This gamer's dreamscape features the latest in arcade hits, but it's in the classic collection of cabinets and pinball machines that Funspot excels.

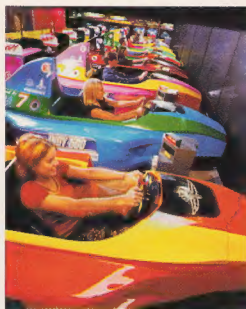
The upper level houses the Classic Arcade Museum and showcases over 180 titles including *PIN•BOT*, *Jokerz!*, *Bosconian*, *Robotron: 2084* and *PlayChoice-10*. With so many challenges, it's no wonder Funspot hosts the annual International Classic Video and Pinball Tournament. Machines run on tokens, and \$20 brings your cost down to only 16 cents per token. The arcade will certainly keep visitors busy, but the 60,000-square-foot Funspot also provides 20 lanes of bowling, a bingo hall, miniature golf, a restaurant and an old-fashioned tavern.



How often can one play video games while helping one's fellow man? That's the idea behind the Las Vegas Pinball Museum. Owner and curator Tim Arnold runs the museum as a not-for-profit corporation, so most of the 25 cents you plunk into one of the vintage machines is earmarked for the local Salvation Army. Not a bad deal when you can choose from 142 pinball tables and 39 arcade units spanning 60 years of gaming history. Play one of the first pinball games to feature flippers on *Rondeevoo* (1948), or if you like your tables a bit more contemporary, take a crack at *Pirates of the Caribbean* (2006). The golden age of pinball is also well-represented by *Fireball* (1971), *Space Mission* (1976) and *Comet* (1985).

Traditional arcade cabinet enthusiasts won't be disappointed with the museum's offerings, either. Recognizable cabinets such as *Asteroids* and *Super Mario Bros.* sit alongside more obscure titles such as *Arctic Gun* and *Twin Rifle*. The museum is a welcome oasis from the loud casinos, and it's the one gaming room in Vegas that guarantees a return on your investment.

GameWorks is also one of the few places where you can play *Sangokushi-Taisen*, a real-time strategy card game played on networked arcade units. The five o'clock whistle crowd is most prevalent on weeknights as they slug back beer and Buffalo wings, and a dress code is strictly enforced, which keeps the environment family-friendly. In late 2007, GameWorks will be opening GameWorks World, which will give gamers the opportunity to play import arcade games from around the globe.







## CyGamZ

4100 Carpenter Road  
Ypsilanti, Michigan

Price Rating: Reasonable. \$7.00 for the first hour, and \$6.00 thereafter. Discounts available.

Description: A game nerd's Mecca.

Web Site: <http://cygamz.com>

Who knew the future of arcade gaming was residing in the low-tech Midwest? Forget standalone arcade cabinets—CyGamZ puts gamers in a dimly lit, yet atmospheric room and sits them at one of 60 state-of-the-art Alienware PCs. Located within the friendly confines of Ann Arbor Showcase Cinemas in Michigan, CyGamZ

lets players meet new friends and then blow each other's heads off. PC gaming enthusiasts can fire up *Halo* and *Call of Duty*, or enjoy more casual games such as *Bejeweled Deluxe* and *The Sims 2*. Console devotees can kick back in lobby "Game Pods" and play Xbox 360 and PlayStation 2 games on one of eight 42" high-definition plasma screens or compete on the place's massive 100-foot projection screen.

Special "Lock-In" events gather players for all-night gaming sessions, with the option to catch a movie and eat pizza for one low price. Interested participants need to register early or risk being put on a wait list. Weekend nights give way to a mostly male clientele, while kids jonesing to play racing and puzzle games rule the weekend.

CyGamZ gives online gamers a chance to socialize in a casual and controlled environment, or gather their *Warcraft* guild in one place with the added benefit of playing on souped-up PCs. The atmosphere is surprisingly quiet and not intimidating in the slightest, allowing for even the most introverted gamer to get comfortable. A highly-attentive staff responds quickly to any issues that arise, and the snack bar is loaded with usual theater fare as well as caffeine- and sugar-laden energy drinks to keep gamers going for the long haul.



## Pinball Pete's

1214 S. University Ave  
Ann Arbor, Michigan

Price Rating: Bargain basement. A fistful of quarters goes a long way.

Description: Timeless setting. The way an arcade should be.

Those who enjoy a more traditional arcade experience, meanwhile, can head across town to the famous Pinball Pete's. In business for over 20 years, this time-honored establishment resides next to the University of Michigan in downtown Ann Arbor and brings new meaning to the phrase "basement arcade."

After descending a staircase, patrons will experience a liberal helping of classic machines, modern simulators, pinball and Japanese imports alongside billiards, air hockey and redemption games.

The arcade is frequented during the days by between-classes college students, but heats up at night and on weekends with larger crowds. Owner Ted Arnold (brother of Las Vegas Pinball Museum owner Tim Arnold) keeps Pete's offerings fresh by rotating cabinets on a regular basis and providing unique titles like *MoCap Boxing*, the sword-slashing *Mazan: Flash of the Blade* and the comedic shooter *Oh! Bakyuun*. For your '80s fix, wander over to the black-lit corner of the arcade that features *Mr. Do!*, *Tetris*, and *Arkanoid*. Since it's a college town, there are numerous watering holes in the area and a buffet of cheap eats. **T&T**



With so few world-class arcades remaining in the U.S., it's hard to believe that we could have missed a location that's worthy of inclusion on this list of America's coolest arcades...but we're always on the lookout for new places to satisfy our coin-op cravings. If you know of a great arcade that we should have mentioned, send an e-mail to [Mail@TipsTricks.com](mailto:Mail@TipsTricks.com) and tell us about it!



# TRANSFORMERS

## THE GAME

STRATEGY GUIDE  
BY PAT REYNOLDS

**G**rowing up in the '80s, my friends and I thought that the Transformers were just about the coolest thing ever. Awesome cars, trucks and jets that transformed into weapon-laden robots—what could possibly be greater in the mind of a young boy? Now, a couple of decades later, the unstoppable juggernaut that is Hollywood has chewed up the Transformers license and spit out a live-action movie, complete with revamped designs for the titular robots (they look a lot more menacing and somehow insectile now). Fortunately, the basic idea is still the same: robots that transform into cars, trucks and jets. And it's still pretty damn cool. *Transformers: The Game* lets you take the role of a heroic Autobot or an evil Decepticon and play out each side of their epic struggle to secure the AllSpark, a powerful source of the Energon fuel that keeps them alive.

*Transformers: The Game* is split into two campaigns, one each for the Autobots and the Decepticons. You can tackle these campaigns in any order you like.

### AUTOBOT CAMPAIGN

Optimus Prime and the Autobots have followed the AllSpark to Earth and must beat the Decepticons to the artifact or risk losing everything to their sworn enemies.

#### LEVEL 1: THE SUBURBS



##### Chapter 1: Uninvited Guests

To clear this chapter you need to defeat all of the Decepticons in the area. The small, red Decepticons are easy enough to destroy using your ranged weapons, but the large, silver/purple ones are protected by shielding that deflects your shots. You'll need to get close and use melee attacks to drop them.

##### Chapter 2: Guardian Angel

Transform into vehicle mode to chase after the Decepticons' drones. A few hits from your cannon will force them to transform into robot mode. Be sure to get all of the drones into robot form before transforming yourself to finish them off—if you let even one slip past you and burn rubber away, you'll risk failing this mission. Once all of the Decepticons in each group are defeated, the chapter will be complete.



##### Chapter 3: Protect and Serve

Barricade is invulnerable while swinging his weapon around. You'll need to pick up an object—anything will do—and throw it at him to disrupt his attack. Follow this up with as many melee attacks as possible. Twice during the chapter, after taking enough damage, Barricade will transform and speed off to the next marked area. Try to get there first—if Barricade beats you to

it, you'll face a countdown to mission failure. Repeat the strategy against him each time you fight to clear the chapter.

##### Chapter 4: Air Traffic Control

Clear the landing zone by destroying all of the glowing red objects in each area (mainly generators on the ground and radio antennae on rooftops). After clearing out each area, you'll have to race to the next zone, quickly before the timer runs out. Use your nitro boost to get to each marked area with time to spare.

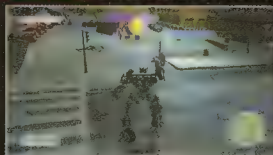


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## LEVEL 2—more THAN MEETS THE EYE

### Chapter 1: Obstruction of Justice



This chapter is a timed checkpoint race. You must get to each yellow checkpoint on the map as quickly as possible. Red checkpoints indicate that you'll need to stop and destroy something at that site to create a

diversion. These objects are clearly marked—destroy them as fast as possible and get back on the road. Clear all of the checkpoints to finish the chapter.

### Chapter 2: A Friend in Need

Playing as Ironhide for this chapter, you must race to each location to save Jazz from the overwhelming numbers of Decepticons. If Jazz's health meter runs dry before you reach the marked area, you'll fail the mission. Once in each area, simply defeat all Decepticons present. The final challenge is a large Decepticon drone that's immune to most attacks. To defeat him, hit him with a thrown object and then quickly pick him up and throw him to cause damage. Repeat this until he's destroyed.



### Chapter 3: Flight of the Bumblebee

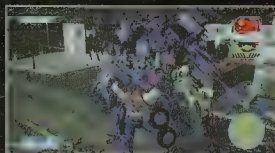


Chase after the helicopter carrying Bumblebee. You'll need to stay within the green circle on your mini-map. This can get difficult when the chopper flies over buildings and other obstacles that you

can't cross. In these situations, you'll need to quickly find the fastest route around the obstacle. If you stray outside the circle, a countdown timer will begin, so you'll have some breathing room as long as you can catch up quickly.

### Chapter 4: Heavy Weapon

This chapter is a boss battle against Shockwave. He'll begin the fight in the form of a large cannon. Throw objects or vehicles at him to force him to transform into robot mode. Occasionally during this fight Shockwave will transform and fly to another location on the map. Follow him quickly—if he does enough damage to the city, you'll lose the battle. At each location, simply fight Shockwave using melee attacks to defeat him.



## LEVEL 3—INSIDE HOOVER DAM

### Chapter 1: Breakout



The control room is blocked by three blast doors. Break each door down with melee attacks. Each time you do this, one or more drones will make a break for the alarm button elsewhere in

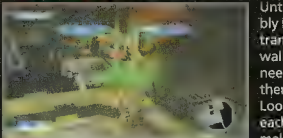
the area. Transform to car mode and quickly destroy the drones before returning to the control room area. When the final door is destroyed and the last drones defeated, enter the control room to complete the chapter.

### Chapter 2: Tunnel Vision

There are five fans in this area, each at the end of a long tunnel. Once destroyed, you must race back out of the tunnel as the screen shakes jarringly and debris falls from the roof. There's also the double threat of a countdown timer and a wall of instant-death explosions chasing behind you. Oh, and the sides of the tunnel are lined with blocks. And your weapons won't destroy the debris and will sometimes push it into your way. And you have to complete this race to freedom five times, without making a mistake, to complete the chapter! There's no easy way to accomplish this task, as a single mistake will send you back to the beginning. The best method I found was to burn your nitro immediately to put as much distance as possible between you and the wall of fire. This allows for a couple of snags along the way (it's very easy to get stuck on debris, walls and other obstacles). Don't transform unless you absolutely can't free yourself while in car form, as it takes a lot of time to turn into a robot.



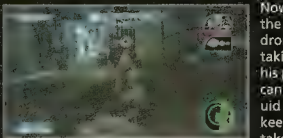
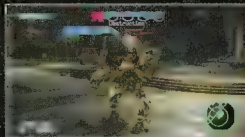
### Chapter 3: Power Drain



Until this chapter, you probably had no idea that your transformer could climb walls. Well, it can, and you need to climb several of them to reach the reactors. Look for the smooth side of each structure and quickly make the ascent. At the top, grab the reactor and throw it over the side. Don't stop to engage the enemy drones—the time limit in this chapter is extremely unforgiving.

### Chapter 4: Waking Giant

Your first objective here will be to free the AllSpark by destroying the six clamps holding it in place. You'll also need to contend with a never-ending stream of Decepticon drones—use your secondary weapon to blast several at a time. When the AllSpark cube is free, Megatron will begin to break out of his frozen prison along the wall and a countdown will begin.



Now you must survive both the continuing stream of drones as well as Megatron taking potshots at you from his place on the wall. You can target the tanks of liquid nitrogen near him to keep him frozen, but they take a lot of hits to destroy

and you'll have to take your focus off of the drones while blasting at the tanks. It's better to simply keep moving and blasting drones, as they'll drop enough health pick-ups to keep you alive for the duration of the timer.



## LEVEL 4—THE LAST STAND Chapter 1: For the Fallen

### Chapter 1: Exterminator



Use Ironhide's powerful secondary weapon to annihilate multiple drones. Aim for large groups of the skittering robots and you'll quickly hit the goal of 100 destroyed. Keep an eye on Bumblebee—if you spot

drones going for him, you'll need to destroy them immediately.

### Chapter 2: Unfriendly Skies

Several flying Decepticons will challenge you in this chapter. Their patterns are all similar—fire on them when they fly past to force them to transform, then move in with melee attacks.



Starscream and Blackout are pushovers on the ground—get close, wait for them to begin their attack animation and launch into your own combo. After defeating each of them, flamethrower-wielding drones will appear; they need to be hit with a thrown object before you can get close enough to melee. The final battle of this chapter has both Starscream and Blackout taking you on together—use the same tactics as before to easily defeat them.



It's Ironhide versus Brawl in this battle royale! Use melee attacks to wear the Deception down until he flees the scene. Each time he does this, he'll send in some drones to keep you busy. The drones

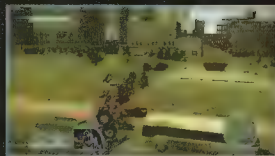
are a mix of standard and melee-only models; defeat them all and then quickly get to Brawl's location before the timer runs out. The final pair of drones can be difficult—one of them brandishes a whirlwind weapon while the other repeatedly charges at Ironhide. You must pick up vehicles and throw them at these drones to defeat them.

### Chapter 4: Keep Away

Barricade appears once again to try to stop Bumblebee. Use the same strategy as before to defeat him: When he's flailing around, hit him with a car or other object, then use melee combos to wear down his health. You must defeat Barricade a total of three times during this chapter. After the first two fights, he'll transform and speed off toward a marked location on the map. You need to beat him there or you'll fail the mission (nitro helps a lot here). After defeating Barricade for a third time, the chapter will be complete.



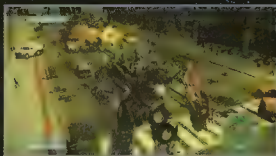
## LEVEL 5—THE ULTIMATE DOOM



There are two phases to the final battle against Megatron, and they'll each re-

peat several times during the fight. The first phase has Megatron in flying form attacking with missiles. Use the evade mode to quickly get out of the way of these attacks while waiting for Megatron to land.

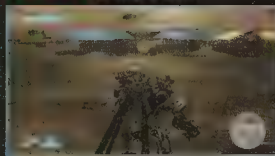
After making a couple of attack runs, Megatron will land. He has three attacks on the ground. The first is a charge maneuver. Let him run past you and then throw something at him to break him out of charging mode. The second attack is an impenetrable flail—again, throw something at him to stop the attack. Finally, Megatron will bring out a flamethrower. You guessed it: You need to toss an object at him to shut down the attack. In all cases, once Megatron has been hit with a vehicle or whatever was handy, you can move in with your melee attack combos and wear him down. When he takes enough damage, he'll transform and begin his first phase of missile attacks again. You must defeat Megatron four times to win the battle.



## DECEPTICON CAMPAIGN

### LEVEL 1—SOCCENT MILITARY BASE

#### Chapter 1: Sand Storm



Decepticons are the masters of destruction, and this mission lets you prove that. You've got 3:30 to get the damage meter to 100%. You don't need to destroy everything on the military base to succeed here, but it'll take a lot

of devastation. It's easier to carry out this objective in helicopter form, as you'll have a better view of the area. Concentrate on the large buildings and parked airplanes first and work your way down to the smaller targets as needed.

The evil Decepticons are after the AllSpark and they won't let any do-gooder Autobots stand in their way. Led by the might of Megatron, they're scouring Earth to locate the AllSpark before Optimus Prime gets his mitts on it.

#### Chapter 2: Communication Breakdown



Skorponok is a unique Decepticon—it has no transformation mode like the other characters, but it can travel at high speed beneath the desert sands. To complete this chapter, destroy

all five communications vehicles within the time allotted. Use the fast travel ability to quickly get to each location; once there, focus your fire on the target vehicle only before moving onto the next one.



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## Level 1—Soccent Military Base continued

### Chapter 1: Seek and Destroy



which of them holds the mainframe. Once revealed, the mainframe will appear as a green dot on your mini-map. Pick it up to collect its information and then move on to the next area, repeating the process until you've collected all five mainframes.

You must collect five computer mainframes to complete this chapter. Luckily, there's no time limit. In each of the marked areas on your map, there are five buildings that you'll need to destroy until you discover

### Chapter 4: Fire in the Sky



the jets count for the mission—while there are enemy helicopters in the area as well, destroying them only wastes time you can't afford. Concentrate only on the jets.

To clear this chapter, you must destroy 20 of the jet fighters patrolling the skies over the military base. You've got a 6:00 time limit to complete the objective. Keep in mind that only

## Level 2—THE HUNT FOR Sam Witwicky

### Chapter 1: Rough Justice



to the next action zone before the timer runs out. There you'll face more autobots, including one with a flailing attack. Throw a car or other object at it to break through its defenses, then follow up with melee strikes.

Exterminate the two waves of Autobots—they'll try to hide in their vehicular disguises, but a couple of shots will pop them into robot form. When both waves are destroyed, you'll need to hurry

### Chapter 3: Pursuit



When Bumblebee is defeated, get to the action zone on the map and defeat all of the drones there to complete the mission.

Chase after Bumblebee in car form, blasting at him until he transforms. Bumblebee will use a nasty blast attack. Block the attack and move in with melee attacks. Keep blocking his blasts and attacking until you wear him out.

### Chapter 2: Race for Frenzy

Search for Frenzy by destroying the marked buildings until you find him. At each location, you'll need to quickly destroy buildings before the health meter in the upper right corner runs out. Each time you locate Frenzy, he'll race off to a new location. Follow and repeat the process to locate him again.



### Chapter 4: Plight of the Bumblebee

Now you must defeat Bumblebee several times, using the same strategy as before. Block his blast, move in and hit him with combos, repeat. Each time you drain his health meter, he'll run away; you'll need to quickly follow him to the next location and repeat the beatdown. There are four battles against Bumblebee in total, with the only variation being the addition of Autobot drones during the final showdown. For this fight, keep your focus on Bumblebee and defeat him quickly to end the chapter.



## Level 3—A GATHERING FORCE

### Chapter 1: Clearing the Air



runs out. The best way to locate the action zones is to start at the middle of the base and fly in circles, expanding outward each time until you fly into an action zone. Once there, destroy the satellite towers marked on the map before starting the search for the next zone.

This mission can be frustrating, since you'll need to locate each of the action zones without the use of your radar and before a timer

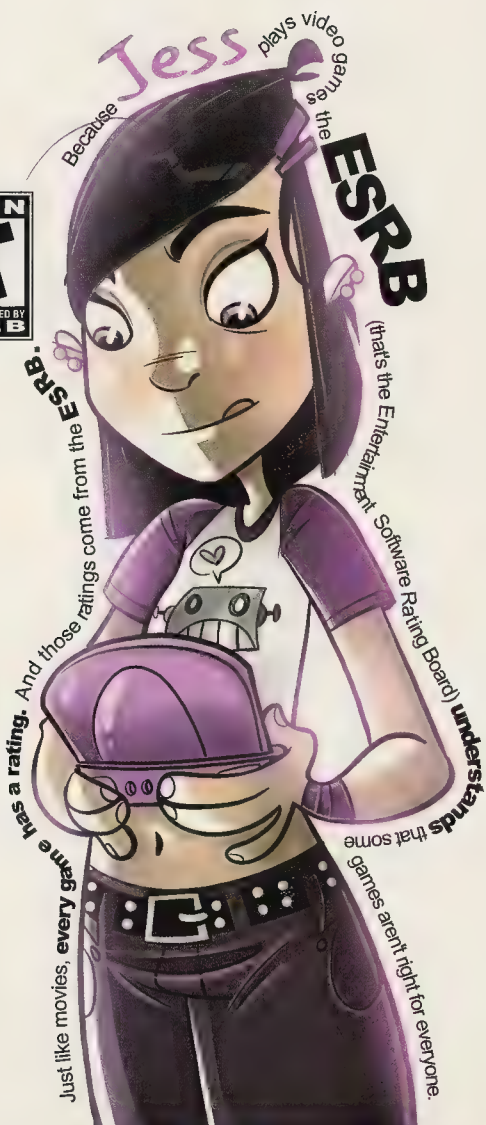
### Chapter 2: Sinister Savior



Bonecrusher moving. You'll encounter several blockades of turrets along his route. Destroying all of them will free up Bonecrusher to continue on his escape path. Since the mission will fail if Bonecrusher takes too much damage, you'll want to ignore the other Autobots and military units in the area and simply destroy only the turrets at each stop.

You must escort Bonecrusher out of the military base to complete this mission. The only enemy units you'll need to worry about are the turrets that focus on Bonecrusher—when the mission begins, he'll be under attack from four of them.

Quickly dispatch them to get



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## Level 3—A Gathering Force continued

### Chapter 2: Fireworks



To complete this chapter, you'll need to destroy ten jets within the 6:00 time limit. In addition, you must land and pick up the glowing wreck-

age each jet leaves behind. The best way to complete this mission is to destroy two or three jets, then land and quickly collect the wreckage before taking to the skies again.

### Chapter 3: Warpath



other Deception. This isn't so bad since the base is small, but you'll need to keep focus and start moving as soon as you've cleared one area. When both Brawl and Bonecrusher leave the base, the chapter will be complete.

Brawl and Bonecrusher are, each under enemy attack and need saving. The problem is that they're in different locations, forcing you to quickly move between them to keep both alive. Once you've cleared all enemies from around one of your comrades, you'll have a very short time to get to the

## Level 4—City of the Machines

### Chapter 1: Nowhere to Run



Defeating Jazz isn't hard—simply throw vehicles or use melee attacks to wear him down. When you defeat him the first time, Jazz will transform and run, forcing you to pursue him (and also starting an-

other countdown). Jazz is fast, but there are checkpoints along the route that will add time to the countdown. Shoot at Jazz to force him to transform. Once this is accomplished, you just need to defeat him again to finish the chapter.

### Chapter 2: Energon Overload

The energon drones won't stop appearing until you defeat them all. Watch the mini-map for the pulsing circle that indicates the location of new drones and head there to clean them up before you get overwhelmed.

The chapter won't end until there are no drones on the map, so move quickly and shoot fast to wipe them all out.



### Chapter 3: The Mighty Will Fall



Chapter 3 is another multiple-phase boss fight, this time against Ironhide. To defeat him, use the tried and true method of first hitting him with a thrown object and then moving in with melee combos to

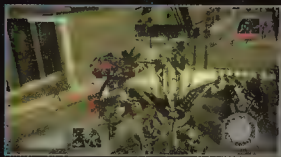
cause damage. Between bouts against Ironhide, you'll face off against Autobot drones. Use the standard methods for dealing with them. Ironhide will wait patiently nearby—he'll be invulnerable until the last drone is defeated.

### Chapter 4: Devastation

To get the damage meter to 100%, simply fly around the city, pouring weapons fire into the buildings and vehicles. Once you hit 100%, you'll face a group of Autobot drones. When they're all destroyed, you must repeat your destructive rampage by getting the meter to 100% again. Simply use the same techniques as before to hit the goal within the time limit.



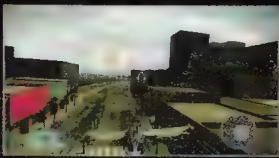
## Level 5—The Day of the Machines



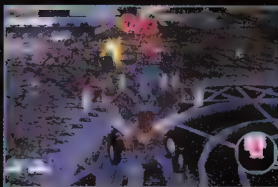
Finally, it's Megatron against Optimus Prime for all the marbles! Use your melee attacks to damage him until he runs away, sending in a group of drones to attack you as he makes his escape. Quickly defeat these pitiful minions and then transform into jet mode to search out Optimus.

Locating Optimus will be difficult, since you have no map available. However, when you get close to his location, the radar will kick in and you'll see him as a dot on the mini-map. This pattern—defeat Optimus, then his drones, then find him and fight him again—will repeat until you've defeated him five times.

The hardest part of the whole battle is locating Optimus each time, since you'll be racing against a countdown. The best way to find him quickly is to fly criss-crossing patterns over the city until the radar shows his location.



## CYBERTRON



Finishing a campaign will reward you with a Cybertron stage for your chosen faction. The Cybertron stages are similar—the only changes will be the character you play and the enemies you face. This stage is a survival round against waves of enemy transformers; defeat 35 of them to complete the challenge.



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# ODIN SPHERE

*Odin Sphere* lets us know that good old 2-D games are still alive and kicking. With incredibly beautiful character art and bright, vibrant worlds, it leaves one to wonder what games would be like today if we never became so focused on 3-D technology. Along with its throwback art style, *Odin Sphere* also delivers old-school, super-challenging gameplay, the likes of which I haven't experienced in a while! So let's get crackin' and open up the first Book!

Special thanks to Hans Christian and Brian Quach for their help with this walkthrough.

## BOOK 1: VALKYRIE (Gwendolyn)

### Chapter 1—Raging Battlegrounds

**Unicorn Knights**—Always attack the Unicorn from behind. Watch his animation and get ready to jump away when he crouches down for a stomp attack. He will also lower his head before launching into a charge attack. Valkyrie's double-jump diagonal slash attack is a great way to make him lose some distance at the same time.

**Belial**—Again, walk away. Her double-jump attack is her most effective offensive move. Stay on the back side of the dragon; if she coughs up balls of armor, deflect them back with regular attacks. When he lowers his head, stay off the ground so you don't get sucked into his mouth; otherwise, you will receive tremendous damage. Use your Cyclone Psypher if you need to push enemies back and give you a moment to breathe.



### Chapter 2— The Deep Forests of Ehit

**Manticore**—Similar to the Unicorn, you'll want to avoid the front side of the Manticore, but also attack aggressively. You may need some Antidote potion if you get poisoned by its projectiles. If you get dizzy from his ground pound attack, quickly mash on all five buttons to shake off the effect.

**Velvet**—When she spins on the tree branch, use the diagonal slashing attack to stay away from her chains. Use the Piercing move when you're caught in a pinch. Velvet



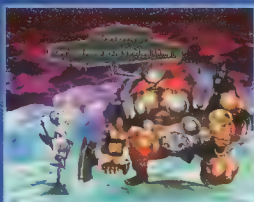
throws Poison Bombs, but you can knock them away. The best way to finish her off is to get as close and attack aggressively when she is roaming the ground.

### Chapter 3—Winterhorn Ridge

**Revenants**—Keep your distance and avoid getting charged to the side. Its shadowy body or you will be cursed. Revenant also summons Ice Spirits which can temporarily freeze you. A Phazon Burst can do significant damage to the dark being, so please be ready to use it.

**Berserkers**—The Berserker's charging attack is particularly brutal, so watch the silhouette figure on your radar and get ready to jump away when you see it getting ready to dash.

**General Brigal**—Brigal has four armor plates on his chest that need to be taken off one by one. He takes the most damage when the armor plates are all removed. Watch for Valkyrie reinforcements bringing in more armor and kill them before they get to Brigal. Also, keep an eye out for butterflies so you can charge up with Phozons and use your Flaming attack and Phazon Burst to win this battle.



### Chapter 4—Nebulapolis

**Berserkers**—With two Berserkers attacking at the same time, you'll need Napalm to survive this one. Remember, Napalm can be used to start a chain combo if you follow it up with regular attacks.



**Gale**—This boss is fast and gives enough Visual and Audio cues for you to get out of the way. For example, his devastating punch attack is preceded by him coking his fist back and making a grunting sound. He also breathes powerful fire from his mouth. You stay

close to him, you won't get hit. You should also have Napalm available as a new Psypher power, giving you double the attacking power for brief moments. After this battle, a secret cave and Pooka Kitchen will be accessible.



## BOOK 1: VALKYRIE *continued*

### Chapter 5—Volkenon Lava Pit

**Vulcan.**—You'll catch on fire a lot while fighting Vulcan. Fortunately, Gwendolyn can glide in the air and extinguish fires quickly. Watch out for her ground volcano blast, an instant kill. The accompanying Volcano is your typical self-detonating fire ball found in most RPGs, so stay out of its way when it's HP reaches zero.



**Laventitan.**—The key to fighting this baby dragon is to stay behind its mouth; its fire breath will kill you instantly. You don't want to stay gliding around in the air too much here.

Occasionally, it will come down to the ground for a bull-rush move. If you stay out of its way, it will trip over and lose its crown, allowing you to throw in a couple of untested attacks. Painkiller potions should help to keep you in the fight without losing too much health. Use Overload to speed up the fight and use a Phoenix Boost to finish it off when it follows on health.

### Chapter 6—Ringford, Forest of Fairies

**Unicorn Knights.**—You should have no problem with them by now, but the second mini-boss stage will have you fighting three of them at the same time. Have some Nectar on hand.

**Mercedes.**—Mercedes doesn't have a lot of HP, but her Bowgun can do a lot of damage. Use a Painkiller to soften the blows and go into Overload mode to end the fight quickly.

### Chapter 7 (Epilogue)—Netherworld Endelphio

**Wraths.**—The biggest annoyance with the Wrath is its ability to poison you in many different ways; either equip the Detox Charm (if you have it) or make sure you have Antidote potions prepared.

**Odette.**—By now you should have Shadow Ally as a new Psypher power, but it takes as three bars of Phozon power, so use it wisely. Try to ignore the ghosts as much as possible. You can get hurt by just touching Odette's spider legs, so use the double jump slash to keep your distance. Don't be afraid to expend all your items here, as you will be working on a new character in the next Book.



## BOOK 2: THE POOKA PRINCE (Cornelius)

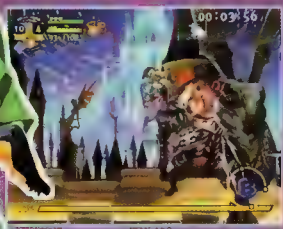
### Chapter 1—Netherworld Endelphio

**Mercedes.**—Odette's help has made it a lot easier to defeat Mercedes. Use the Nectar to keep you from getting too poisoned.

**Odette.**—You can't attack her if the Psypher is active. Once you will almost surely get killed by her double jump slash. Use the Nectar to keep you from getting too poisoned. Use the Nectar to keep you from getting too poisoned.

### Chapter 2—Nebulacore

**Sensitoken.**—She should be pretty easy to defeat. Use the Nectar to keep you from getting too poisoned.



**Mercedes.**—Odette's help has made it a lot easier to defeat Mercedes. Use the Nectar to keep you from getting too poisoned.

### Chapter 3—The Deep Forest of Liss

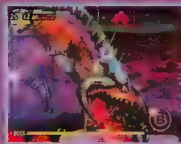
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### Chapter 4—Wormhorn Ridge

**Mercedes.**—Odette's help has made it a lot easier to defeat Mercedes. Use the Nectar to keep you from getting too poisoned.



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**Mercedes.**—Odette's help has made it a lot easier to defeat Mercedes. Use the Nectar to keep you from getting too poisoned.





## BOOK 2: THE POOKA PRINCE continued

### Chapter 5—

#### Capital of Valentine, the Lost Kingdom

**Berserkers & Unicorn Knights**—You shouldn't have a problem with these guys anymore, but the Unicorn Knight has healing support this time. Target the healing pink fairy whenever she appears! Mercedes' sword work will put the unicorn's sword to rest.



**Mercedes**—You can deflect Mercedes' standard projectiles with a regular attack, but her super ground blast attack is a guaranteed one-hit kill. A Phozon Blast can stun her and make her fall to the ground. This battle should be easy.

### Chapter 6—Volkenon Lava Pit

**Volcans**—The Bombdwarves are the biggest threat here. Step back on the lava when you see them with their bombs lit. They'll be blasted.

**Overload**—A Phozon Burst will end a Phozon Burst. Again, watch for the head change. Pooka and attack him when he's disoriented. Use a Phozon Burst to unlock Pooka's power to protect your Berserker. Pooka should also have Overload at this point.

### Chapter 7 (Epilogue)—Tironia Capital

**Axe Knights**—This area is hard, so make sure you've leveled up and have enough potions before continuing. Painkillers will help tremendously against the Axe Knights. It's almost impossible to survive this battle unless you use some Napalm here; a trip to Elixir beforehand will allow you to get enough Onions to concoct a nice supply.



**Belial**—You will be fully healed by Ingway just before this battle begins. Beal will find himself surrounded by Ingway's forces around the way from the arena. He'll be back to the arena. Use a Phozon Burst to protect your attack. Pooka.

## BOOK 3: FAIRY LAND (Mercedes)

### Chapter 1—The Deep Forests of Elixir

time, so try collecting Phozons to replenish the weapon instead.

**Belial**—Mercedes has a huge advantage when fighting Beal: She can fly in the other direction when he tries his sucking attack. This battle is not nearly as tough as when you fought as Cornelius.



### Chapter 2—Ringford, Forest of the Fairies

**Unicorn Knights**—Mercedes has strong attacks, but she's not as



**Oswald**—Oswald's shadow form puts him into berserk mode—stay out of his way when he turns all black. Because of your low HP status at this point, using a Painkiller will do wonders here. Use the Piercing Shot and be relentless in your attacks. Make sure you defeat the healing

fairies before they ruin all your hard work!

### Chapter 3—Winterhorn Ridge

**Phozons**—A Phozon Burst will end a Phozon Burst. Again, watch for the head change. Pooka and attack him when he's disoriented. Use a Phozon Burst to unlock Pooka's power to protect your Berserker. Pooka should also have Overload at this point.

Unlimited and this fight should be over in a matter of seconds.

come equipped with the Phozon Burst ability.

### Chapter 4—Tironia Capital

**Axe Knights**—Like before, start the fight by throwing Napalm and finish him off with a Phozon Burst.

**Beldor**—This fight can be a huge headache if you don't take out the Axe Knights first (the green bars below them indicate their health). Wait until Beldor summons the floating swords and deflect them back at him; he'll become temporarily stunned, allowing you to throw in some attacks.



Unfortunately, that's the only way to hurt him, so this battle requires a lot of patience. If you sense that he is about to cast something other than swords (like when his fingers light up to cast fire), attack him to prevent the spell. Use Unlimited and Phozon Bursts judiciously so you don't let them go to waste. Don't worry when he summons the green Ooze; Mercedes' bow can easily take them out.



## BOOK 3: FAIRY LAND continued

### Chapter 5—Netherworld Endelphia

it should be a walk in the park.

**Odette**—Odette is really not that hard if you use Overload and go all out. Try not to throw Napalm here, as the fish and other small enemies will knock them to the ground.

### Chapter 6—Volkenon Lava Pit

so this shouldn't be too hard.

gun if you use Overload.

### Chapter 7 (Epilogue)—Raging Battlegrounds

**Berserkers**—Keep an eye out for the Berserker's jumping and dashing

the same time, an Iceproof Charm, Unlimited Power potion and Overload Esyner can make this fight unbelievably easy.

**Odin**—The combination of Mercedes bow gun and an Unlimited Power potion is probably the most lethal in the game. You can choose to charge the gun, but I find that it takes too much time. A Piercing Shot, Napalm or Phozon Burst can easily finish on the gargantuan king. Come stocked with some Painkiller if you find yourself struggling here.



## BOOK 4: THE BLACK SWORD (Oswald)

### Chapter 1—Nebulapolis

**Berserkers**—This is a good opportunity to test out Oswald's Shadow mode. Although an Unlimited Power potion prolongs this mode, it's not a very effective combination if you attack quickly—you'll need to back off and let the POW meter refill. If self or the Unlimited potion will have little effect.

**Brigan**—You should have Phozon Burst by the time you arrive at Bilgan. Just stay close to him and keep working those four armor plates. Be careful about using too much Shadow mode; you'll run out of POW too quickly.

### Chapter 2—Raging Battlegrounds

**Berserkers**—If you're crafty enough, you can lure the bomber dwarves close to the Berserker and use "friendly fire" to your advantage.



**Halja (Wraith x2)**—The main boss battle here is actually just two mini bosses attacking at once. Phozon Bursts do a lot of damage in this fight—make sure both Wraiths are together when you cast them so you can double the damage.

### Chapter 3—The Deep Forests of Elrit

**Manticores**—The main headaches here are the poisonous trees. Have some Antidote prepared.

**Belial**—This battle is ridiculously easy with an unlimited potion. In fact, you don't even have to go into Shadow mode if you can land on his head.

### Chapter 4—Netherworld Endelphia

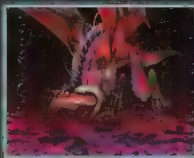
**Wraiths**—With only one Wraith here, you should have no problems.

**Odin**—Using an Unlimited potion against Odin is basically like cheating—just watch for his punching and chain magic attacks. If you can get under him at just the right angle, it's possible to avoid almost all of his attacks!



### Chapter 5—Winterhorn Ridge

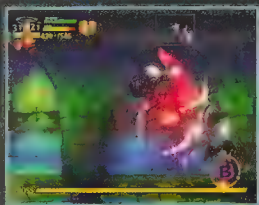
**Revenants**—For some reason, Shadow form doesn't do a whole lot of damage against Revenants. It's possible that black-on-black magic basically cancels out its effectiveness. Stay in normal form and use Phozon Bursts, which they clearly don't like!



**Wagner**—If you can't land on Wagner's head, jump up and do aerial attacks as much as possible. Because of the frantic nature of this battle, Unlimited potions are not as effective in Shadow mode, but feel free to use them in normal mode. Save your Shadow mode for the final push to finish him off. The Ice spirits are very annoying here and can get you bogged down, so you might want to consider equipping an Iceproof Charm. This stage takes place in a small area, so you can run in the opposite direction of the flying dragon and attack his head when he comes back around. Patience prevails here, so keep your cool!

### Chapter 6—Titania Capital

**Axe Knights**—These guys can be a handful. Use Shadow form sparingly and Napalm them as usual. Use Phozon Bursts when you get into a tight spot.



**Skuldi**—This is certainly not the fairest of fights, as luck plays a big part in defeating Skuldi. Once he summons Revenants (and Ooze soon after), you might be better off dying and starting all over again. The trick is to take him down before his spells become stronger.





## BOOK 4: THE BLACK SWORD continued

continued

Keep your cool and don't move around too much. He tends to summon Revenants when you get too far away from him, so try to be right there each time he reappears. The only way to stun him is to deflect the swords back at him, so you'll need to wait and see which spell he casts. If it looks like fire, ice, poison, summon or anything else, take a whack at him and make him start over.

## Chapter 7 (Epilogue)—Volkenon Lava Pit

**Vulcans.**—When you face the two Vulcans, try your best to lure them away from each other. Save your Phozon Bursts for when it gets too hairy or if you have one ready to go down. You'll be on fire a lot here, so be sure to jump around and fan the flames off. Finish off the last one in Shadow form.

**Onyx**—When Onyx starts heating up and turning brighter, activate the Invisible Psyspher and wait it out while he dashes around like crazy. When he stops running, around, hit Shadow mode to reappear, quickly revert back to normal mode and swallow some Unlimited potion. Attack him up close vigorously while he's busy throwing out arcs of flames. He'll soon heat again. It's all about Psyspher m have a full tank before starting



## BOOK 5: FATE (Velvet)

## Chapter 1 — Netherworld Endelphi

**Wraiths**—So much for the tutorial, then. The tutorial doesn't cover the most powerful move, the Howard Crane attack (press Up and the same time). It will prove useful against the Wraiths, but you

**POW** nigger a) If more niggers kill the nigger or fish slave, it's over in regard to mixed bloods. b) Nigger is a hard core, if you're black, you're a nigger.

## Chapter 2 – Forces of the Test

[illegible]

will get a lot of people to join your solid state marketing campaign. Start with a list of Phoenix, and take your army from joining the war effort to find out if the general has the plan. You can also find out what things you have, and you can

damage you're faced on Mercedes will mean nothing. Use it.

### Chapter 2—Capital of Valencia, the Lost Kingdom

[illegible]

$\mathcal{P}_{\text{max}} = \frac{1}{2} \left( \frac{1}{\mathcal{P}_{\text{min}}} + \frac{1}{\mathcal{P}_{\text{min}}} \right) = \frac{1}{\mathcal{P}_{\text{min}}}$

## Chapter 4—Waterborn Rides

**Revenants** can be run and blast them with PhC.

### Chapter 3—The Deep Forests of Life

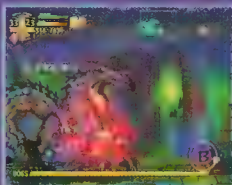
Angstrom's - 7000 Angstroms  
Nappalm for the double  
handcuff stage, but it's  
really the heat that will  
cause more headaches  
remember, when the  
tears are going down  
no sleeping, they're  
really scared of the



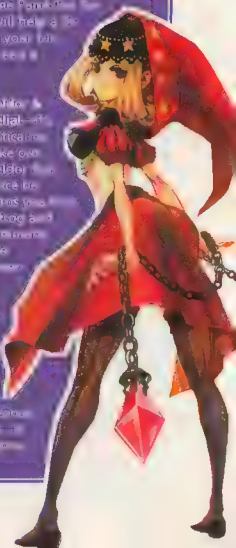
**Keywords:** government; small business; problem; solution

## Order 6—Tenth Cord

**Axe Knights**—You'll need to swallow some "punch" to defeat the formidable Axe Knights. Phoenixburst will help a little, but this fight is all about challenging your endurance and holding skills. Make sure you're ready to take a beating before you enter the arena.



that he has to do so many words every night before, allowing you to earn the right to locking them back at him. If you search into a short snore and wake up to wake a Phoenix Burst, you may share it almost half his life before he dies. years. It'll only be stained for a few seconds. It's easy to miss with the Phoenix Burst, may take some practice. Once he's dead should be a piece of cake.

[illegible]

## BOOK 5: FATE continued

### Chapter 7 (Epilogue)—Nebulopolis

Remember, the Nebulopolis boss fight is the final boss of the game, so it should be easy.

Remember, the Nebulopolis boss fight is the final boss of the game, so it should be easy.

## BOOK 6: ARMAGEDDON

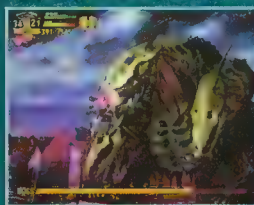
In Book 5, you can choose which character to use for each boss, but there is a specific order to follow if you want to see the game's true ending. I've outlined the correct order here. You'll find that almost none of your characters are strong enough or have the required items to take on each of these bosses. You will need to reenter each story book from the "Attic" screen and get them prepared for battle. Unfortunately, each book will start at the very beginning, so it may take a while to get back to an area where you can stock up on the right vegetables (to create Health, Unlimited, Napalms, etc.). Fortunately, you'll be able to breeze right by the old bosses in your advanced state. When you think your character is ready, save the game, go back to the "Attic" (press L1 + L2 + R1 + R2 + SELECT + START) and choose Book 6.

### Chapter 1—6-Eyed Beast (Cornelius)

**Darkova**—The main thing to keep in mind is to get out of its way when it stands on its hind legs; it will come down and swat you with its paw or douse you with fire. When Darkova spreads fire and ice on the ground, step out of the way and use the opportunity to heal and wait for the effect to disappear. Try to be in Overload mode as much as possible; if you're lucky, a butterfly will fly close by and allow you to lead up on Phozons. You can use the rising pedestals to get on top of the beast, but you will also need to destroy them if you get trapped. Don't worry too much about catching on fire; that'll be the least of your problems. Use the spin attack to swing high above the three heads.



### Chapter 2—Lord of the Netherworld (Oswald)



**Gallor**—Jump up and attack the three skeleton heads while avoiding the red beam attack and falling maggots. Occasionally, Gallor will bury its heads in the ground. Stay close to the body and use this opportunity to heal, but watch for sudden resurfacing of heads and Wraiths.

attacks. Once all three heads are destroyed, Gallor will open up its chest and reveal its glowing blue heart. Quickly attack the heart before the chest closes up again (try to be in Overload mode or use a Phozon Burst). All three heads will then regenerate and you will need to start the pattern all over again. It takes at least two or three attempts at the heart, so come prepared with lots of healing items and Psinkiller.

### Chapter 3—Incarnation of Fire (Mercedes)



**Onyx**—Use Unlimited so you don't run out of bullets. Overload will also make the projectiles have more impact. Make sure you have enough Phozon to become invisible when Onyx starts his dashing attack (this is also a good time to seek out butterflies). An Ice Spirits potion will also do wonders here.

The Piercing Shot makes a nice finishing move. This is the easiest super-boss by far.

### Chapter 4—The Cauldron (Velver)

**Cauldron**—Once you get the platform stuff down, this battle isn't too hard. Use the blue tentacles to get up to the top platform and attack the weapon arms and the singular eye. A Phozon Burst can destroy the arm portions instantly. The eye will try to charge up for a blast by sucking in Phozons, so either take the eye down quickly or draw the Phozons away. If it manages to charge up and the screen says, "Caution! Stay away from the cauldron!", you'll need to get off immediately and back away. When the eye takes enough damage, the entire Cauldron will keel over. Quickly use the platforms to get back up to the top and attack the eye while it's stunned—it is essential that you take advantage of this opportunity or this fight can get drawn out. Make sure that you have Psinkiller activated at all times.



### Chapter 5—Last Dragon (Gwendolyn)



**Leventhan (Adult Form)**—Make your way up the body while avoiding the lightning and electric spheres (Psinkiller should help). It's better to avoid the electric spheres instead of attacking them. The dragon's head will appear as you go up and block the way; attack it and keep going. When you arrive at the top of the

body (its head), attack the horns with everything you've got. You'll get thrown back down each time you do significant damage to the head. Climb back up and repeat until you're victorious.

Save the clear data after the credit roll. Load in the same save data and you will see a seventh book, "Wheel of Fate," in the Attic if you followed the correct order of characters in Book 5. The special ending can be viewed at any time in Book 5.



# Select Game Previews

## StarCraft II

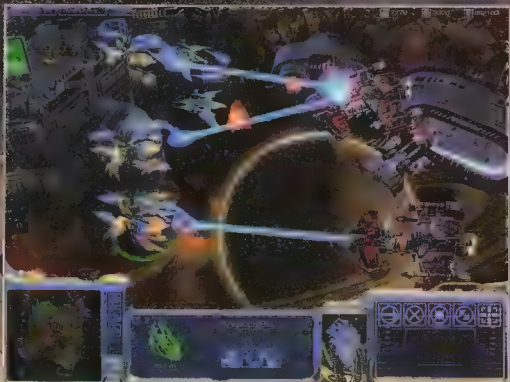
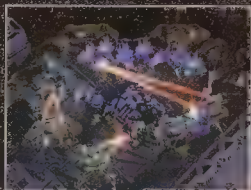
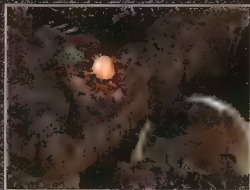
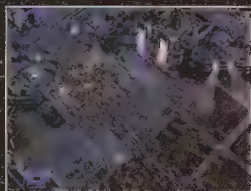
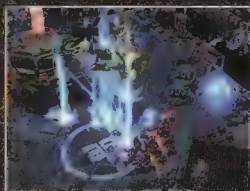


This game has already generated more buzz than any other convention pick. —Bill

Publisher: Blizzard  
In Stores: Possible in 2007



Given the phenomenal success of *World of Warcraft*, it was only a matter of time before Blizzard would turn its icy eyes on one of its other tentpole franchises: *StarCraft*, the real-time strategy sci-fi incarnation of *Warcraft*. That time came on May 19, when thousands of pro and amateur gamers flooded the 2007 Blizzard Worldwide Invitational in Seoul, South Korea for one of the most frenzied software announcements in game history. Arriving in stores a decade after the release of the original *StarCraft*, this sequel will feature both a solo campaign mode as well as online action via the latest version of Blizzard's Battle.net technology. The game will also include a map editor that will allow gamers to fashion their own intergalactic campaigns. The Terran, Zerg and Protoss races will be back, of course, updated and ready to zap one another where it hurts. Blizzard promises new units and game mechanics inside, as well as added abilities for units from the original series. As for the audio-visuals, they will also be considerably improved, driven by a custom 3-D graphics engine capable of simultaneously displaying entire



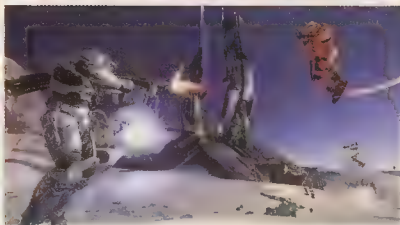
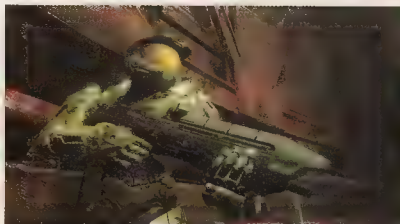
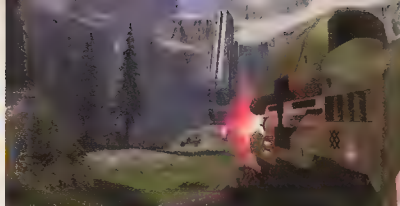
## Halo 3



Publisher: Microsoft  
In Stores: September



*Halo 3* is almost here! The beta has wrapped up and Bungie is hard at work putting the final touches on what is sure to be the best game in the trilogy. Wanna-be Spartans can look forward to new vehicles (not just the Mongooses!), new weapons (twin Brute Spikers equals *teh pwnage*) and new gametypes (VIP or bust!). Oh, and don't forget about that little thing called Campaign Mode. *Halo 3* will wrap up the storyline from the previous two games with a bang. Mark September 25th on your calendars and call in sick to life, because everyone else in the world will be playing *Halo 3*!



## Metroid Prime 3: Corruption



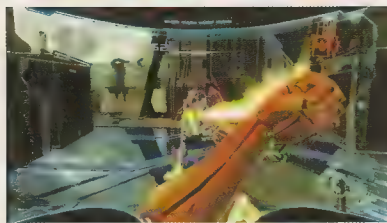
Publisher: Nintendo  
In Stores: August

Wii

In the final installment of the *Metroid Prime* series, bounty hunter Samus Aran will finally solve the mystery of the Phazon element even as it contaminates her body and mind. However, in *Corruption*, she also gains the help of a colorful assortment of fellow hunters, plus a revamped control system including a basic and advanced mode. The new target-lock system allows you to strafe around an



enemy while shooting other targets around them, and the tight controls make the Wii Remote feel like an extension of Samus' arm when using the grappling beam or opening certain doors. Considering how much *Corruption* expands the *Prime* universe, it's kind of a shame to see it end, but at least it feels like Retro Studios pulled out all the stops on this one.

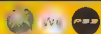




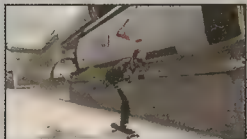


## Tony Hawk's Proving Ground

Publisher: Activision  
In Stores: 4th Quarter 2007



*Proving Ground* offers multiple story paths, depending on if you want your character to be a career skater, a hardcore skater or a rigger (someone who will use anything and everything to create a skateable environment, no matter how dangerous). New mechanics are available with multiple upgrades, Philly Love Park is one of the real-world set pieces and best of all, you can "skate check" NPCs by bodyslamming them. Also impressive is a video-editing system that lets you place a camera anywhere in the game, with adjustable scope size and filter effects for replays of the trick you just performed, which can then be posted online and compared to footage created by other players.

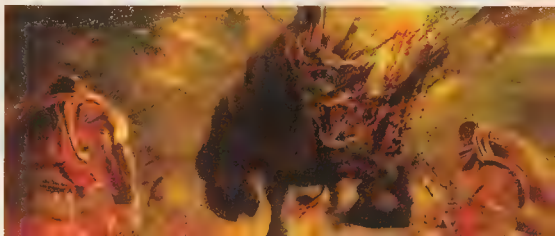
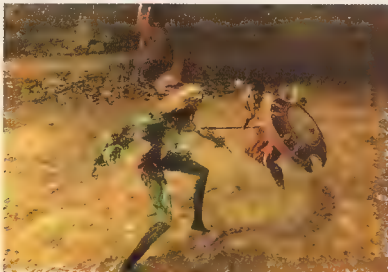


## Rise of the Argonauts

Publisher: Codemasters  
In Stores: Possible in 2008



Liquid Entertainment is throwing its hat into the Greek mythology ring with *Rise of the Argonauts*, an action-RPG that stars Jason (of Golden Fleece fame). While sailing between Greek islands, he'll recruit Argonauts who are heroes themselves (such as Hercules) to fight by his side. There are plans to populate the game world with 15 islands with interconnected episodic tales. Context-sensitive button functions will be used for special attacks, but these will be organically added to the action, so none of the excitement will get obscured or slowed down by "Simon Says"-style onscreen prompts. Another ambitious plan is to include collision detection for all the weapons in the game; if a sword strikes your shield, it will still glance off, even if you're not pressing the Block button at the time.



# LittleBigPlanet



Publisher: Sony  
In Stores: 1st Quarter 2008

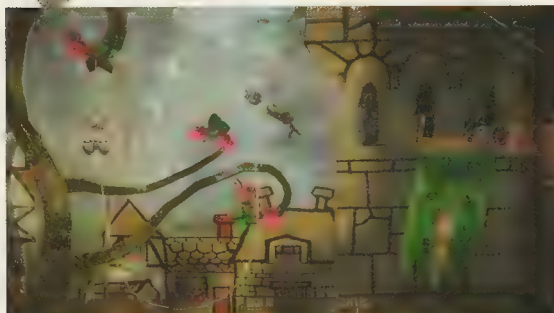


# IV GEEK



Creativity and community rule in *LittleBigPlanet*, where players can cultivate their own levels, explore pre-existing ones and even check out levels created by other gamers. Similar to the *Katamari* games, the items and environments often exist in strange sizes and scales. *LittleBigPlanet* seems to be

stitched together out of everyday things, with visually spectacular results. Your customizable beanbag-style avatar can explore solo, or up to four friends can play together in a way that is both cooperative (solving environmental puzzles) and competitive, as they try to gather up *Sponge*, the game's currency. Players will also be able to have their custom levels ranked and commented on if they choose to make them public.



"I've chosen concentration rather than conformity, imagination in place of mainstream social acceptance."



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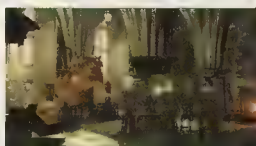
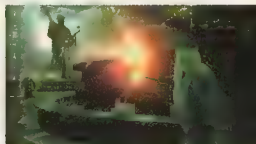


# Harry Potter and the Order of the Phoenix

Publisher: EA  
Available Now



During the fifth installment of the *Harry Potter* series, Harry discovers his inner rebel, and the fight against the newly-invigorated Voldemort takes an all-too-serious turn. In order to take on this returned threat, a secret cabal known as the Order of the Phoenix composed of wizards and witches like Sirius Black and Mrs. Weasley re-bands. Meanwhile, Harry has to master spells like *Expecto Patronum*, *Accio*, *Wingardium Leviosa* and others, which are cast using the PS3's SIXAXIS controller's motion-sensitivity or with the right analog stick. Performing magic also nets you "Discovery Points" which are used to unlock special items in the Room of Rewards. The very last book in the series, *Harry Potter and the Deathly Hallows*, will be released on July 21, 2007, so if you still need a *Harry* fix after reading it, this game should be already available on store shelves.



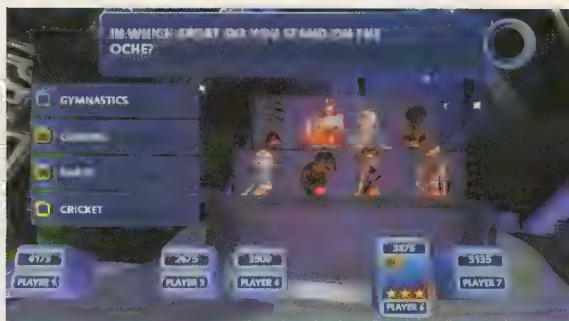
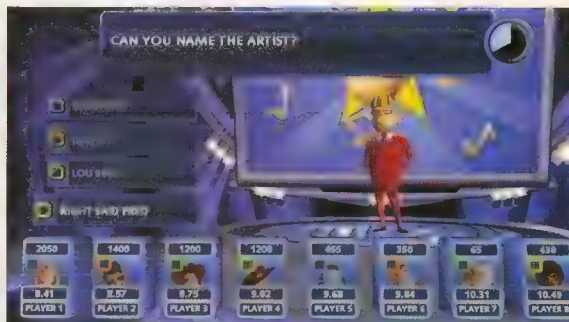
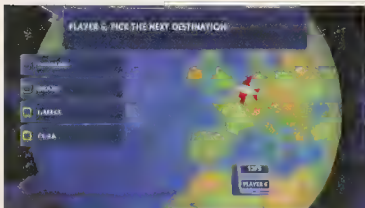
## Buzz: The Mega Quiz

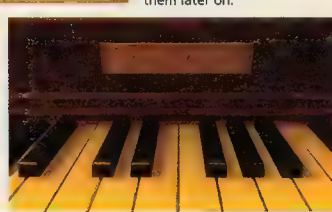
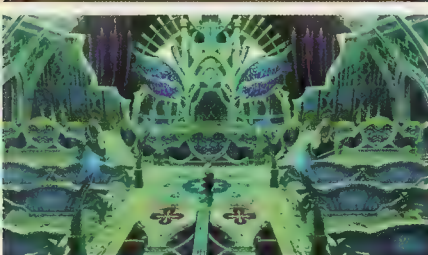
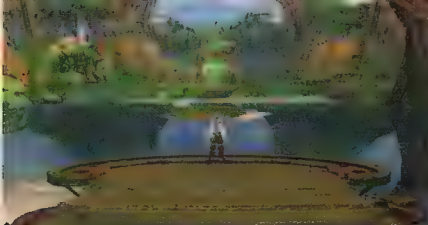
Publisher: Sony  
In Stores: 4th Quarter 2007



If you're looking for a game that will get all of your friends or family together to play, *Buzz* is a pretty safe bet. Initially a European release, *Buzz* is an interactive trivia game for up to eight players; it covers a huge range of subjects and genres, from art to fashion to sports.

It also comes with four buzzers for an authentic trivia show feel. For the U.S. audience, the questions are getting "Americanized," thankfully sparing us from dusting off our knowledge of the House of Lords and British music charts. Gameplay modes include multiplayer, single player, team play, Quizfire and Quiz Master.

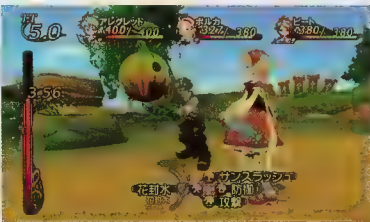




## Eternal Sonata

Publisher: Namco Bandai  
In Stores: September

*Eternal Sonata* is a beautiful cel-shaded action RPG that centers around the famous composer, Frederic Chopin. One of the unique features of *Eternal Sonata* is its turn-based combat is the use of different lighting locations in a combat area to change gameplay. For example, if certain monsters move to a shaded spot in the combat area, they will transform and become more powerful. Likewise, allies may gain different abilities when attacking from lighted or shaded areas. Picking up certain pieces of sheet music (actual compositions of Chopin) and combining them with others can unlock special items, and the individual pieces of music are also stored so you can listen to them later on.



## Guitar Hero Encore: Rocks the 80s

Publisher: Activision  
Available Now

No expansion pack! Finally! *Rocks the 80s* features new tracks, like "Holy Diver" by (and you know we mean "as made famous by") Dio, "Synchronicity II" by The Police, "I Ran" by Flock of Seagulls and 27 others guaranteed to make you say "Oh, I remember THAT song." And though we might be anticipating a totally metal expansion pack ourselves, *Rocks the 80s* has a mix of genres including hair metal, new wave and post-punk. Among additional bands featured are Ratt, Twisted Sister and Poison. And even though the venues and characters are the same, you'll notice they've all been given a retro makeover that would make Ronnie James proud.





# Pokémon Battle Revolution

Publisher: Nintendo  
Available Now

Wii



*Pokémon Diamond* and *Pokémon Pearl* have been dominating the sales charts since they were released in late April. *Pokémon Battle Revolution* takes the next logical step in the evolution of the franchise, becoming the first game in this generation to offer connectivity between the Nintendo DS and the Wii. During Nintendo DS Battle Mode, four players can use the Pokémon they captured in *Diamond* or *Pearl* to battle on the Wii! The game shipped on June 25, so what are you waiting for? Pack your Piplup and your Poké Balls and head on over to the island of Pokétopia!

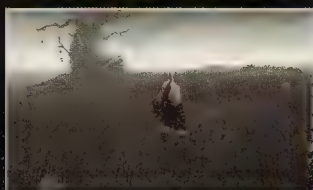
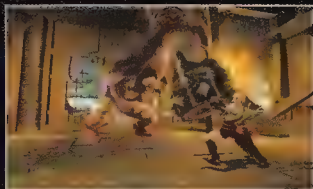


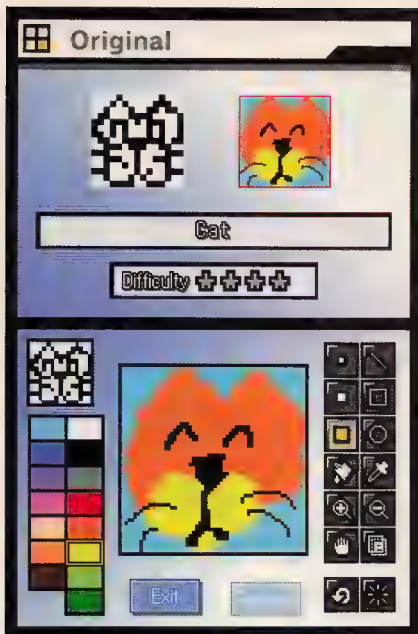
# God of War: Chains of Olympus

Publisher: Sony  
In Stores: 4th Quarter 2007



*Chains of Olympus* enters the *God of War* universe prior to the first game, as Kratos—already known as the Ghost of Sparta—seeks atonement for his sins by pledging his service to the gods. The teams behind *Chains* are Sony's Santa Monica Studios and Ready At Dawn, who previously worked on *Daxter* for the PSP. Highly detailed, epic and keeping with the cinematic qualities of its predecessors, *Chains* stays true to the feel of the series even on a small screen. Not too much has changed in the actual gameplay—why fix something that isn't broken? Puzzles abound and Kratos has his familiar abilities, albeit with several new combat moves.





## Picross DS

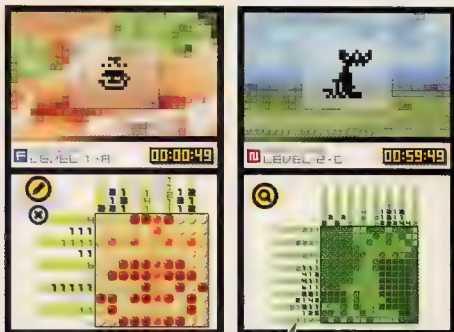


A "day one" purchase for me. I ♥ Picross! —Chris B.

Publisher: Nintendo  
In Stores: August

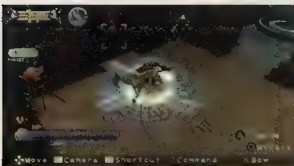
DS

Fans of the *Tips & Tricks* Pencil Puzzles should check out *Picross DS*, a 21st-century version of the Mario's *Picross* Game Boy game that inspired our puzzle designs. Instead of simply copying squares, in *Picross* you reveal the mystery bitmap images by interpreting numerical clues. The wireless and Wi-Fi features really put this game over the top; players can design their own puzzles and share them with friends, compete by racing to solve puzzles and even download what we hope will be a never-ending series of free puzzle packs designed by Nintendo. Endless fun, and it keeps your mind sharp.



## Dungeon Maker: Hunting Ground

Publisher: XSEED  
Available Now



We're finally deep enough into the PSP's life span that original, compelling games such as this unique fantasy contest are now arriving more often. You begin as a noob dungeon designer with plans to build a dungeon so alluring it will serve as a magnet for the roaming monsters that plague a nearby town. You bait and slay these creatures, collect gold and rewards and even grow your credibility to the point where the townies join in on the construction of your dream dungeon. An unusual and intriguing entry to the fantasy branch of the PSP library.





Keep track of the runner.



## Brain Age 2: More Training in Minutes a Day

Publisher: Nintendo  
In Stores: August

TDS

**BRAIN AGE<sup>2</sup>**  
More Training in Minutes a Day!



© 2005 - 2007 Nintendo  
© 2007 NINTENDO CO., LTD.

Oh, Dr. Kawashima, what do you have in store for us now? The answer is: 17 new activities to keep the mind sharp, including a word scramble; a math test that requires you to supply the correct sign to complete the equation; and a Rock, Paper, Scissors game with a catch. *Brain Age 2* also has 100 new Sudoku puzzles as well as a new version of the classic Dr. Mario called *Dr. Mario Blast*. (I guess *Brain Age* only has room for one doctor.) The more you remember to train, the more games and features you'll unlock. Four save files allow multiple players on each card, and the game can be played through EA's *Brain Age* game.

Write the words you hear.

Try Again

PENCIL



Erase

RESPOND



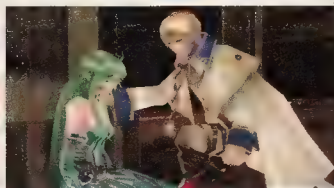
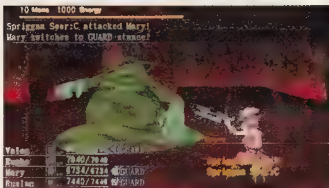
PENCIL



## Dragoneer's Aria

Publisher: NIS America  
In Stores: August

*Dragoneer's Aria* is a new game from Nippon Ichi Software and Hit Maker, the same publisher/developer duo that brought *Blade Dancer: Lineage of Light* to the PSP one year ago. It's a traditional turn-based RPG with some unique elements, including a guard system that allows you to minimize damage from enemy attacks by playing a rhythm-based mini-game. The lead character in your party can also activate a "field skill" outside of battle; this is a special ability that lets you run faster, recover HP or discourage monsters from attacking while you travel from town to town. The ad-hoc *Dragoneer Mode* is a wireless multiplayer option that allows up to four players to team up and go on a quest to fight dragons.



## AUGUST

Bioshock (2K Games) 360 PC  
Bladestorm: The Hundred Years' War (Koei) 360 PS3  
Boogie (EA) Wii  
Brain Age 2: More Training in Minutes a Day (Nintendo) DS  
Brunswick Pro Bowling (Crave) Wii  
Dave Mirra BMX Challenge (Crave) Wii  
Dead Head Fred (D3) PSP  
Heroes of Mana (Square Enix) DS  
High School Musical (Disney Interactive Studios) Wii PS2 DS  
Jeanne d'Arc (Sony) PSP  
John Woo Presents: Stranglehold (Midway) 360 PS3  
Lair (Sony) PS3  
Luminous Arc (Atlus) DS  
Madden NFL 08 (EA) 360 Wii PS3 PS2 XB GC DS PSP PC  
Medal of Honor: Airborne (EA) 360 PS3 PC  
Medieval II: Total War Kingdoms (Sega) PC  
Mega Man: Star Force (Capcom) DS  
Metroid Prime 3: Corruption (Nintendo) Wii  
Naruto: Ultimate Ninja Heroes (Namco Bandai) PSP  
Pet Alien (Game Factory) DS  
Pinball Hall of Fame: The Williams Collection (Crave) Wii PS2 PSP  
Space Station Tycoon (Namco Bandai) Wii  
Stuntman: Ignition (THQ) 360 PS3 PS2  
Too Human: Part 1 (Microsoft) 360  
Warhawk (Sony) PS3  
The Wild West (Majesco) DS  
Worms: Open Warfare 2 (THQ) DS - PSP

## SEPTEMBER

Animal Genius (Activision) DS  
Battalion Wars 2 (Nintendo) Wii  
Brothers in Arms: Double Time (Ubisoft) Wii  
Chibi Robo: Park Patrol (Nintendo) DS  
DK Jungle Climber (Nintendo) DS  
Drawn to Life (THQ) DS  
Dynasty Warriors: GUNDAM (Namco Bandai) 360 PS3  
Halo 3 (Microsoft) 360  
Heavenly Sword (Sony) PS3  
Indy 500 Legends (Destiny) DS  
Jam Sessions (Ubisoft) DS  
Looney Tunes: Acme Arsenal (Warner Bros.) Wii 360  
Looney Tunes: Duck Amuck (Warner Bros.) DS  
Monster Hunter Freedom 2 (Capcom) PSP  
Nancy Drew and the Deadly Secret of Olde World Park (Majesco) DS  
Naruto: Uzumaki Chronicles 2 (Namco Bandai) PS2  
NASCAR 08 (EA) 360 PS3 PS2  
NBA 08 (Sony) PS3 PS2 PSP  
NCAA Football 08 (EA) 360 PS3 PS2 XB  
Phoenix Wright Ace Attorney: Trials and Tribulations (Capcom) DS  
Pursuit Force: Extreme Justice (Sony) PSP  
Sega Rally: Revo (Sega) 360 PS3 PC PSP  
Silent Hill: Origins (Konami) PS2  
Spore (EA) DS PC  
Star Wars Battlefront: Renegade Squadron (LucasArts) PSP  
Syphon Filter: Logan's Shadow (Sony) PSP  
Tiger Woods PGA Tour 08 (EA) 360 Wii PS3 PS2 DS PSP PC  
Turk (Disney Interactive) 360 PS3  
Wild ARMs 5 (XSEED) PS2  
Wing Commander Arena (EA) 360

## 4TH QUARTER 2007

Beautiful Katamari (Namco Bandai) 360 Wii PS3  
Biker Mice From Mars (Game Factory) PS2 DS  
The Black Box/The Orange Box (EA) 360 PS3 PC  
Buzz Junior: Jungle Party (Sony) PS2  
Buzz: The Mega Quiz (Sony) PS2

Castlevania: The Dracula X Chronicles (Konami) PSP  
Clive Barker's Jericho (Codemasters) 360 PS3  
Code Lyoko: Quest for Infinity (Game Factory) Wii  
Dragon Ball Z: Budokai Tenkaichi 3 (Atari) Wii PS2  
Dragon Quest Monsters: Joker (Square Enix) DS  
The Eye of Judgement (Sony) PS3  
Fatal Inertia (Koei) 360 PS3  
Final Fantasy Tactics: The War of the Lions (Square Enix) PSP  
God of War: Chains of Olympus (Sony) PSP  
Grand Theft Auto IV (Rockstar) 360 PS3  
Hellgate London (Namco Bandai) PC  
Insecticide (Gamecock) DS PC  
Namco Museum Remix (Namco Bandai) Wii  
Neverwinter Nights 2: Mask of the Betrayer (Atari) PC  
Phantasy Star Universe: Ambition of the Illuminus (Sega) 360 PS2 PC  
Ratchet & Clank Future: Tools of Destruction (Sony) PS3  
Rock Band (EA) 360 PS3  
The Simpsons Game (EA) 360 PS3 PS2 PSP Wii DS  
SingStar (Sony) PS3  
SOCOM: Confrontation (Sony) PS3  
SOCOM: U.S. Navy SEALs Tactical Strike (Sony) PSP  
Sonic Rush Adventure (Sega) DS  
TimeShift (Vivendi) 360 PS3 PC  
Uncharted: Drake's Fortune (Sony) PS3  
Universe at War: Earth Assault (Sega) PC  
Zack & Wiki: Quest for Barbaros' Treasure (Capcom) Wii

## POSSIBLE IN 2007

Ace Combat 6: Fires of Liberation (Namco Bandai) 360  
Alone in the Dark (Atari) 360 PS3  
Assassin's Creed (Ubisoft) 360 PS3 PC  
Burnout Paradise (EA) 360 PS3  
Call of Duty 4: Modern Warfare (Activision) 360 PS3 PC  
Crisis Core: Final Fantasy VII (Square Enix) PSP  
Crossfire (Eidos) 360 PS3 PC  
Devil May Cry 4 (Capcom) 360 PS3 PC  
Disaster: Day of Crisis (Nintendo) Wii  
Dragon Quest Swords: The Masked Queen and the Tower of Mirrors (Square Enix) Wii  
Eyedentity (Sony) PS3  
Fable 2 (Microsoft) 360  
Fifth Phantom Saga (Sega) PS3  
Final Fantasy XII: Revenant Wings (Square Enix) DS  
Final Fantasy XIII (Square Enix) PS3  
Folklore (Sony) PS3  
Ghost Squad (Sega) Wii  
GTR (THQ) 360  
Halo Wars (Microsoft) 360  
Kane & Lynch: Dead Man (Eidos) 360 PS3 PC  
Lost Odyssey (Microsoft) 360  
Marvel Universe Online (Microsoft) 360 PC  
Mercenaries 2: World in Flames (EA) 360 PS3 PS2 PC  
Metal Gear Solid 4: Guns of the Patriots (Konami) PS3  
Napoleon Dynamite (Crave) DS - PSP  
Ni-O (Koei) PS3  
NIGHTS: Journey of Dreams (Sega) Wii  
Project Gotham Racing 4 (Microsoft) 360  
Resident Evil 5 (Capcom) PS3 360  
Resident Evil: Umbrella Chronicles (Capcom) Wii  
Skate (EA) 360 PS3  
Soul Calibur Legends (Namco Bandai) Wii  
StarCraft II (Blizzard) PC  
Super Mario Galaxy (Nintendo) Wii  
Super Smash Bros. Brawl (Nintendo) Wii  
Tekken 6 (Namco Bandai) PS3  
Tony Hawk's Proving Ground (Activision) 360 Wii PS3 PS2 DS  
WWE Smackdown vs. RAW 2008 (THQ) 360 Wii PS3 PS2 DS PSP





# READER MAIL

If you don't have e-mail access, Earl will still carry your snail mail with a smile and deliver it to:  
**Tips & Tricks, 8484 Wilshire Blvd.  
 #900, Beverly Hills, CA 90211**



**Write to us at Mail@TipsTricks.com**

## SONIC CATATONIC

I just got the new *Sonic* game for the Wii (*Sonic* and the Secret Rings). Usually, I look forward to the good music that the *Sonic* games come up with. But this time I thought it was pitiful.

Also, my friend reads *Game Informer* magazine and we constantly argue about whether *Tips & Tricks* or *Game Informer* is the better magazine. But I will never fail to stand up for *Tips & Tricks*, the best gaming magazine ever. I'm just one more supporter!

—Alexander Masi  
 City and State Unknown

Well, we always thought that no latter-day *Sonic* music could ever match up to the catchy compositions of the Sega Genesis *Sonic* games, but some of the heavy metal tunes in the *Sonic Adventure* games definitely got our blood pumpin'. It's gotta be tough to live up to the standards set by previous *Sonic* games, especially when you consider what the word "sonic" means.

Of course *Tips & Tricks* is the better magazine. But *Game Informer* is pretty good, too. Hey, here's a funny idea: Tell your friend to write a letter to *Game Informer* and see if he can get them to admit—in print—that *Tips & Tricks* is a pretty good magazine. That's a message that we'd love to get across to their six bajillion readers, or however many they claim to have now. Do you think they can be as honest as we are?

## PAC SMACK

I would like to give a response to the "IMHO" question in the June 2007 issue: "What famous franchise has lost the most luster in the past year?" I believe it's *Pac-Man*. For the last couple of years, the games have been getting worse and worse, then they were so desperate they had to sell a game for free! (Oh, snap!) I think I'm the only one who liked *Pac-Man World 2*, but I hated *Pac-Man World 3*, especially for the Nintendo DS. And don't even get me started on *Pac-Man World Rally*! The only good thing in that game is the music! (Thank you, Tommy Tallarico.) Will it make a comeback? Well, the adventures suck, and racing blows, so I suggest that they make a motion-sensing game for the Wii! But the

game will need a lot more than just that, unless it's free!

—Kenny Traveny  
 Flinton, PA

We don't completely agree with you, but we do respect a reader who can state his opinions so succinctly, and with so much passion.

If nothing else, you have to give *Pac-Man* some props for surviving this long. And what is the "free" game you're talking about? Could it be *Pac-Man Vs.*, one of the most fun games released for any system in the past five years? The game that made us yell "Pac-Man got a FROOOOT!" in the office at random intervals for weeks after each time we played it? We can't wait to get our hands on the Nintendo DS version of *Pac-Man Vs.*, which will be included on the Namco Museum DS cart. No more crazy tangled wires sticking out of our GameCube...no more passing controllers back and forth...if it's faithful to the game-play of the GameCube version, it'll be the ultimate DS Download Play game. What we're trying to say is, don't give up on the ol' yellow gobbler just yet!

## KILLING EVERY PERSON I SEE

My name is Audric Lecouturier (try to pronounce my last name). I pose a question to all of you: Is gaming and looking at a screen that bad? As I write this letter, I am on the verge of getting an Xbox! But my mom and dad do not "believe" in video games. That's why I write. You guys are adults, and I'll bet at least one of you knows video games. At least, maybe one of you will feel that when you are playing, you feel excitement and tension and most importantly, happiness. My parents think I am playing a gory or "too intense" video game (*Star Wars: Battlefront II*) and it's not that bad. Shooting droids that fall to the ground is not that violent. I'm not playing *Grand Theft Auto* and killing every person I see. This is different, and I love video games. What's wrong with having fun?

—Audric Lecouturier  
 San Rafael, CA

Le-coo-tur...yay? We give up. We're not even sure how to pronounce your first name.

Sure, you could say that at least one of us knows video games. Let's see...Chris B., Andy and Bill have been writing about video games professionally for 18, 24 and 29 years, respectively. If you include the rest of the *Tips & Tricks* staff, we've got maybe 100 years of combined experience working on video game magazines...and you don't get that far without picking up a controller every once in a while. So, yeah, we're qualified to answer your questions.

Playing video games is not inherently "bad," and there's nothing wrong with having fun. But you might want to look up the word "violent" in the dictionary before you go trying to convince your parents to buy you a game system by telling them that *Star Wars: Battlefront II* is not violent. Besides, the characters are not all droids; there are humanoids inside that Stormtrooper armor, you know.

If you want your folks to believe, you've got to try to hook them up with a game that they can enjoy and appreciate. Take 'em to the Toys R Us and let 'em play Wii Sports, Katamari Damacy or Brain Age for a few minutes; if that doesn't help them to see your side of things, then nothing will.

## STILL AWESOME

I just wanted to let you know that when you guys added the *Action Packed* section to your magazine, I was thrilled to see rare figures and statues. However, in the July 2007 issue, someone made a minor mistake. Someone called the cat girl from *Darkstalkers* "Felicity" when her name happens to be Felicia. I just wanted to let you guys know. Beside the minor mistakes, you guys are still awesome.

—Charles Kirkland  
 Akron, OH

No, no...see, that's where you're wrong. A minor mistake would be, like, an apostrophe pointing in the wrong direction, or forgetting that *Punch-Out!!* should always have two exclamation points. Calling Felicia "Felicity" is a MAJOR mistake. That's like calling Donovan "Dawson" or calling Lord Raptor "Lord Gilmore." Sometimes even 100 years of experience is not enough!



# Gaming Gear

hardware peripherals accessories

❶ The MX Revolution by Logitech (MSRP: \$99.99) is the king of all mice. Its MicroGear Precision Scroll Wheel offers two separate modes: Free-Spin allows you to scroll through hundreds of pages in seconds, while Click-to-Click scrolls methodically through documents line-by-line. The built-in software automatically detects what type of application you are running and applies the scrolling mode it believes will work best. The One-Touch Search button lets you highlight a word on any page and search for that word using your favorite search engine, while an illuminated four-stage battery meter cues you when the rechargeable Lithium Ion battery is running low.



❷ Sony's 2GB Pro Duo Memory Stick Entertainment Pack (MSRP: \$59.99) includes an official Sony Memory Stick Duo, Adapter and DVD. The memory stick is compatible with your Sony PSP, and if you have software version 2.60 or higher, you'll be able to download one of four movies (S.W.A.T., Talladega Nights, Spider-Man 2 or Hellboy) onto the memory stick and watch it on your PSP.



❸ Nyko's Click Grips (MSRP: \$5.99) are replacement battery covers for your Wii Remote. Each Grip pack includes two colored Grips (either gray and blue or gray and pink). The back of each Grip is covered with a comfortable rubberized grip to ensure you don't accidentally transform the Remote into an unguided missile while in the throes of an intense play session.

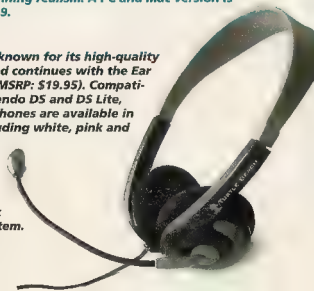


❹ The Ear Force HPA2 headphones by Turtle Beach (MSRP: \$129.95) are full 5.1 surround sound PC headphones with multiple, separate speakers in each earphone. Compatible with any 5.1 channel sound card, the HPA2 headphones feature 40mm front, 40mm surround, 30mm center and subwoofer speakers in each earphone, delivering distinct and positional sound at all times. The speaker positioning has been slightly changed and upgraded from the original HPA headphones, and the HPA2 features redesigned ear cups with even more tilt range. An in-line multi-channel amplifier allows for fine-tuning sound and comes with a removable microphone for chatting.



❺ If you've ever wanted to get that realistic golf feeling when playing any of your Tiger Woods PGA games on your PS2, check out Electric Spin's Golf Launchpad (MSRP: \$199.00). Simply hook the device to your PS2 and when you swing your club, the Launchpad measures several facets of your swing including club head speed, path and angle, translating these measurements through the software and into the game with stunning realism. A PC and Mac version is also available at \$249.99.

❻ Turtle Beach is well-known for its high-quality headsets, and that trend continues with the Ear Force D2 headphones (MSRP: \$19.95). Compatible with both the Nintendo DS and DS Lite, the Ear Force D2 headphones are available in a variety of colors including white, pink and black. The D2 headphones also feature a built-in microphone, which you can use with specific DS titles that require you to talk to or blow into the system.



❼ Nyko's Charge Base (MSRP: \$39.99) is a PS3 SIXAXIS controller charger and holding station. The unit is powered by a normal wall plug (thus no worries about occupying a USB slot on your PS3), and charges up to four SIXAXIS controllers simultaneously, ensuring that you always have a fully-charged controller ready to roll. Nyko's Charge Base (MSRP: \$39.99) is a PS3 SIXAXIS controller charger and holding station. The unit is powered by a normal wall plug (thus no worries about occupying a USB slot on your PS3), and charges up to four SIXAXIS controllers simultaneously, ensuring that you always have a fully-charged controller ready to roll.





# THE DOWNLOAD DEN

Vol. **3** by Pat Reynolds

Downloadable Content • Classic & Original Games • Demos, Patches, Updates & More!

## MARVEL: ULTIMATE ALLIANCE

New Heroes and Villains for True Believers!



last year's superhero-tastic action game at a cost of 500 points for each set (or 800 points for both). Many fans, myself included, felt that there was at least one Marvel hero that should have been included in *Ultimate Alliance*: the Incredible Hulk. Spider-Man, Iron Man, Captain America and many others were there, but the big green gamma radiation-mutated beaststick was noticeably absent. This download rectifies that omission, bringing Bruce Banner's alter-ego to life along with X-Men Cyclops and Nightcrawler. Archer extraordinaire Hawkeye rounds out the selection of new heroes.

While *Ultimate Alliance* originally included a few heroes of dubious morality (Deadeye and Elektra, for example), you couldn't play as any of the purely evil creations from the Marvel universe. The Villain Pack changes that, letting you add



Representing the powers of evil: Dr. Doom, Sabretooth, Magneto and Venom

In what has to be one of the coolest content add-ons we've seen for any game to date, Activision has delivered eight new playable characters for the Xbox 360 version of *Marvel: Ultimate Alliance*. Delivered in two sets of four (divided evenly between heroes and

villains) these downloads breathe some new life into

Magneto, Venom, Sabretooth and Dr. Doom to your team.

The new characters come packaged with brand-new team bonuses and Achievements, too. A team consisting of any combination of the eight new additions gets the "Shaba Ultimates" bonus of 15% more energy. Put all four villains on the same team and you'll get the "Rogue's Gallery" bonus of a 10% decrease in powers cost. The "Arch Rivals" bonus of +5% critical strike can be had by teaming up Mr. Fantastic and Spider-Man with Dr. Doom and Venom. Of course, you can add the new heroes into the appropriate existing teams; Cyclops and Nightcrawler fit into the X-Men and both Hawkeye and Hulk work with various Avengers teams. You'll also find Achievements for unlocking extra costumes for each of the new characters, as well as some fun in-game moments (like having Dr. Doom speak to himself, or Sabretooth being mistaken for Wolverine).

As of press time, Activision says there are no plans to bring this new content to the PS3 version of the game, although the possibility of it happening at some point in the future certainly isn't out of the question.



New recruits for the forces of good: the Incredible Hulk, Hawkeye, Cyclops and Nightcrawler

## Capcom Steps Up With New Downloadable Games



Capcom's online version of *Talisman* will closely resemble the board game, pictured here

Capcom recently announced its future plans for downloadable games on the PC, Xbox 360 and PS3. After the success of its initial offering of *Street Fighter II: Hyper Fighting*, the company has stepped up its plans for further downloadable content. Two *Street Fighter* franchise games will make appearances, both with redrawn graphics (by Udon Comics, the publisher of the *Street Fighter* comics). *Super Street Fighter II Turbo HD Remix* and *Super Puzzle Fighter II Turbo* will also feature HD resolution support, online multiplayer options and leaderboards.

Capcom also announced two new titles that are based on tabletop games. The first, *Rocketmen: Axis of Evil* is an action shooter based on the constructive strategy game created by WizKids. One to four players can take part in online shooting action. The final game is *Talisman*, based on the board game created by Games Workshop. *Talisman* is a sword-and-sorcery adventure game where players must earn new weapons and items, battle monsters and compete to be the first to reach and defeat the final boss. Although *Rocketmen* will be very different from the original tabletop game, Capcom says that *Talisman* will be closely based on the board game.

*Super Puzzle Fighter II Turbo* is set to appear for download first, followed by *Super Street Fighter II Turbo HD Remix* and *Rocketmen: Axis of Evil* this Fall. At press time, *Talisman* has not been given a release date.



## RECENT DOWNLOADS

Here's a look at some of the games and content that have been added to our download service in recent months.

### XBOX 360: XBOX LIVE ARCADE

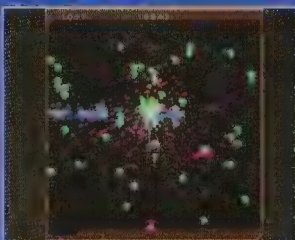
#### Double Dragon (400 Points)



**Double Dragon:** Billy and Jimmy Lee still moving from left to right and beating dudes up.

#### Centipede & Millipede (400 Points)

Another pair of arcade classics has landed on Xbox Live Arcade. The frantic bug-shooting action of *Centipede* & *Millipede* comes complete with enhanced versions that spruce up the procedurally generated stages with starburst explosions whenever a section of the multi-legged antagonist takes a hit. If Microsoft ever decides to give arcade purists a modicum of quality, this'll be a long-awaited download.



**Centipede & Millipede:** Taking a cue from *Geometry Wars*, the "evolved" versions feature loads of particle-effect explosions and psychedelic colors.

### XBOX 360: GAME CONTENT

#### Gears of War

Hidden Fronts Multiplayer Map Pack #1 (800 Points)



**Gears of War:** The rain-soaked "Bullet Marsh" is one of the best multiplayer maps yet.

#### Tom Clancy's Ghost Recon: Advanced Warfighter 2 GRAW2 Throwback Pack (800 Points)

This multiplayer map pack brings several classic *Ghost Recon* maps into the next generation with updated graphics and remastered environments. You'll find maps from *Ghost Recon 2*, *Ghost Recon 3: Summit Strike* and the original *GRAW* included in this pack.

### PLAYSTATION 3: GAMES

#### Mortal Kombat II (\$4.99)

Arguably the most popular game in the long-running *Mortal Kombat* series, this game features over-the-top fatalities as well as animalities (where fighters transform into beasts to deliver the killing blow), babalities (which transform your opponents into helpless babies) and friendships (the peaceful act of giving defeated opponents generous gifts rather than ripping off parts of their anatomy).

#### Super Rub 'A' Dub (\$6.99)



**Super Rub 'A' Dub:** It's *Super Monkey Ball* with rubber ducks.

Using the SIXAXIS controller to tilt the stage, maneuver your rubber duck around obstacles, being careful to avoid plunging off the sides while collecting rubber ducklings and leading them to each stage's exit. If it sounds a lot like Sega's *Super Monkey Ball*, that's because it is! *Super Rub 'A' Dub* chews shamelessly from that series; its saving grace is that it makes excellent use of the SIXAXIS controls.

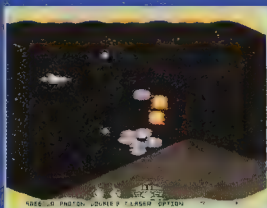
### WII: VIRTUAL CONSOLE GAMES

#### Bonk's Revenge

**TurboGrafx-16 (600 Points)** Innovation in 2-D platformers is pretty rare, so fans should sit up and take notice of this title. Aside from a highly original title character—Bonk is a caveman who uses his head, literally, to defeat enemies and obstacles—this series also features some of the most innovative stage designs in the genre.



**Bonk's Revenge:** Bonk is the closest thing to a mascot the TurboGrafx-16 ever had.



**Gradius III:** Still the king of 2-D shooters.

#### Gradius III

NES (800 Points)

The best title in the long-running *Gradius* series of 2-D shooters, this game lets you customize your Vic Viper starfighter's weapons and upgrades loaded at the start of the game.

#### Kid Icarus

NES (400 Points)

*Kid Icarus* took the standard 2-D platformer structure—run from left to right—and turned it on its head. This game moves upward, through a series of increasingly more difficult areas, as the cherubic Icarus fights enemies with his short-range bow while navigating treacherous platforms.



**Kid Icarus:** Being an angel isn't always about harp-playing and singing—sometimes you need to shoot things with your bow.



# THE TWISTING NETHER

## Reporting Live From the World of Warcraft

**Vol. 5**

by Geoff Arnold

### ON THE SUBJECT OF BUYING AND SELLING GOLD....

The ability to buy and sell gold, items and services in MMO games has gotten easier in the past few years—so easy that any person with a credit card and half a brain can simply visit a Web site and get the cash rolling with a few clicks of the mouse. Even in *World of Warcraft* it's not uncommon to see players using gold-buying services to try to get ahead of their peers.

#### Is It Cheating?



Is it fair to spend weeks or even months grinding to get enough gold to buy your epic mount, only to have someone else accomplish the same task in fewer than five minutes? Is it fair to spend hours grinding for Motes of a specific substance to create an epic item, only to have someone buy the

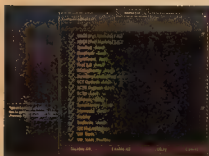
same Motes from the auction house for inflated prices because they bought gold? I say, "No!" It's cheating, plain and simple.

This may sound hypocritical coming from a magazine such as *Ties & Tricks*, but we're actually quite scrupulous in our use of cheats. The use of boiler-room "gold farmers" to pad the credibility of some random rich noob who hasn't paid his or her dues not only cheats all the players—including the person who bought the gold—but threatens to destabilize the entire virtual economy of the server.



Buying gold and using it to purchase items in-game imbalances the playing field between players, and gives one player a distinct advantage over the other. Certain parameters are put in place in the game to make sure you can only earn a certain amount of gold for the time you spent trying to get it. Sure, you may get an epic drop and sell it for lots of gold on the auction house, but any other player has the same random chance to get the same item at the same time. Players who buy gold are circumventing these parameters.

In addition to buying and selling gold, there are some Web sites out there that will level trade skills, earn a certain amount of PvP Honor Points, earn battleground tokens and even level your character for you. Again, it comes down to making things equal and fair among players, and the person who pays for someone else to play their character for them is gaining an unfair advantage. People who use these services are banned more often than not, or their accounts are suspended.



#### Stopping the Spamming

The most annoying facet of the business of buying and selling gold is the seemingly incessant spamming of such services, since you have no control over the mountains of

spam that flood your chat box each time you play. It's hard to count the amount of times that I've logged in, only to be spammed with some sort of gold-buying advertisement within moments of my character appearing on the screen. Not only is it irritating, but it's also very distracting when playing in battlegrounds or running instances with others, since it makes sending and receiving in-game messages difficult. Spamming is so commonplace now that some of us have even turned it into a game; we'll count the amount of spam messages that we've received in the last 15 minutes or so and openly call them out in guild chat.

Blizzard has instituted a first-party anti-spam system (available in the 2.1 "Black Temple" patch), and additional prevention comes in the form of third-party add-ons such as *Spam-Sentry*, *Spam Guard Plus* or *Spam Me Not*. Players with trial accounts can no longer whisper others unless they have been whispered first, a feature also new in the 2.1 patch. And while these features and add-ons attempt to filter out most of the spam messages that you receive, they are not foolproof, and some messages can and will slip by. If you are getting fed up with spam, try downloading and installing one of these mods from your favorite WoW add-on Web site.



#### What Can Be Done?

**09:48:52 [W From] <GM><Bleyran>: We share your concerns regarding the mass advertisers and we are working to address this issue as soon as possible. Thank you for your report. This is an automated response; you will be unable to reply.**

Truthfully, there isn't a lot that can be done to suppress the buying and selling of gold, other than reporting known gold-buyers and spammers to the in-game WoW police. Blizzard is adamant about suspending and/or banning accounts for buying and selling gold, so if you want to reduce the number of gold buyers and sellers or advertisers on your server, continue to report as many of them as possible.



Currently, Blizzard has instituted a system where players have to use specific tokens, such as battleground tokens or Badges of Justice, to purchase certain items. Since these tokens are more difficult to acquire than gold, this is a positive step in the right direction. Blizzard will also be fine-tuning its spam report system in an upcoming patch. Hopefully, this will include additional filtering options that allow for more customization and will stop even more spam. I fear that gold buying and selling will be around for quite some time, but we can do our best to curb it in the meantime.

## old-school cheating

*Warcraft III: Reign of Chaos* and *Warcraft III: The Frozen Throne* may be considered a bit old by some gamers, but the fact of the matter is that these games still have a fairly decent player base and are still popular. For those who have never tried either of these games, or for those who have them collecting dust on the shelf, we welcome you to fire them up, *Tips & Tricks*-style, with a complete list of cheats for both games!

At any time during gameplay, press the **Enter** or **Return** key to bring up the chat box, then type in any of the following codes for the desired cheat:

**tenthleveltaurenchieftain**—Play a custom song (only works in *The Frozen Throne* expansion)

**warpten**—Increase building and unit construction speed

**locainepowder**—Bodies decompose faster

**whosyourdaddy**—Invincibility and high damage for all units

**pointbreak**—Remove food limit on training new units

**thereisno spoon**—Unlimited Mana

**strengthandhonor**—Cannot be defeated

**allyourbasearebelongtous**—Instant win

**whoisjohn galt**—Enable research on all units

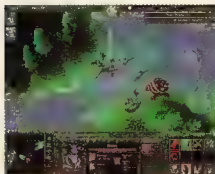
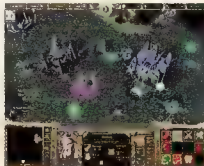
**sharpandshiny**—Earn all research upgrades

**iseedeadpeople**—Remove the Fog of War

**synergy**—Disable the tech tree requirements for building structures

**riseandshine**—Set the time of day to dawn

**lightsout**—Set the time of day to dusk



This next batch of cheats requires you to enter information after typing in the code. The specific information you enter should be input just after the code in the format below, without the brackets. For example, if you wanted to play the Undead campaign and start at level six when using the "Motherland" cheat code, you would enter "motherland [specific race] [specific level]"

**motherland [specific race] [specific level]**—Starts you at the specified level with the specified race

**keysersoze [any number]**—Gives you that number of Gold

**leafittome [any number]**—Gives you that number of Lumber

**greedisgood [any number]**—Gives you that amount of Gold and Lumber

**daylightsavings [specific time]**—Set the time of day to a specific time

## More World of Warcraft Loot



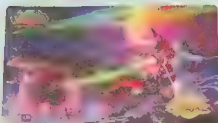
### World of Warcraft: The Burning Crusade Binder Bundle

A cool item for collectors, the *World of Warcraft: The Burning Crusade Binder Bundle* by BradyGames includes a three-ring custom binder and the *World of Warcraft: The Burning Crusade Official Strategy Guide*. The strategy guide features map and quest listings for each new region, along with a ton of other useful information on spells, tradecrafts, characters, races and abilities. The binder features the Draenei crest on one side and the

Blood Elf crest on the other, and each crest is a copy of the original crest drawn by famed Blizzard artist Samwise Didier. The Binder Bundle (MSRP: \$29.99) can be purchased from most stores that carry PC-related items.

### World of Warcraft Trading Card Game: Through the Dark Portal Loot

Upper Deck Entertainment was kind enough to send us some loot this month in the form of a *Through the Dark Portal* playmat and an oversized plastic mug. Both the playmat and mug feature the WoW TCG logo, along with customized artwork



that's featured on both the card boxes and foil packs. It's entirely possible that these items may be available for purchase via UE points at some point in the future, so keep an eye on the WoW TCG Web site.



## Know-It-All Thrall

Thrall is the big, bad Horde Warchief. He takes guff from no one and would own you faster than a ninja-looter owns your epics. Thrall's been around for a while and has a great deal of knowledge, so if you've ever wanted to consult the Warchief, here's your chance:

**Q:** Thrall, my guild raids a few times a week and I like to PvP quite a bit in my off time. I'm concerned because people with comparable gear in my raid are constantly doing more damage than I am, and now my class leader has asked me to change my talent specialization to more of a "raiding" build (I'm currently specced more for PvP). I really don't want to respect, because my new build will not be that great for PvP. What should I do?

**A:** Sometimes you just gotta jump on the grenade and take one for the team. If your guild needs you to change your talent specialization for the good of the raid, stop being selfish and just do it. You think I like walking around with 30+ points in Restoration when my Chain Lightning can crit for over 9,000? Hell no... but I do it because it's necessary. Those mobs in Mt. Hyjal and Old Hillsbrad hit hard sometimes, so my healing has to be up to snuff.

**Q:** Thrall, I see a lot of complaining from my fellow players about class balance in both PvE and PvP, and I get tired of listening to it after a bit. Is there anything I can do to keep them quiet?

**A:** Eh, not really. People will always complain about nerfs and class balance, as long as a player's skill level can be factored in. Some players will always have more skill than others, and those are the players that usually don't gripe about class balances and nerfs. In short, tell them to learn to play their friggin' character.

**Q:** Thrall, what do you think about the viability of Paladins and Druid tanks as main tanks in raids?

**A:** Huh? Oh, sorry kid, I can't answer that right now. I'll get back to you when I'm done watching these new *StarCraft II* videos....



VIDEO-GAME MOVIE NEWS, REVIEWS AND RUMORS

# GAMES ON FILM

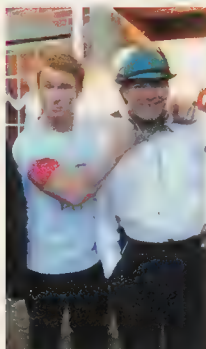
by Abbie Heppie

Vol. 11



Zack as Billy the Kid in *BloodRayne II: Deliverance*

## POSTAL IMPRESSIONS: I WANT TO BELIEVE



Zack Ward on the set of *Postal* with director Uwe Boll

to make scary/thriller/action/horror movies and embraced what he might actually have a knack for: a no-holds-barred offensive comedy. At this point, I expect any sane readers to be rolling their eyes at me, but to laugh at a Boll movie in a non-ironic manner is a welcome treat.

You may remember Zack Ward as bully Scut Farkus in Bob Clark's 1983 classic *A Christmas Story*, but if you don't, you'll definitely remember him as the "Postal Dude." This month, I chatted up Zack about Uwe Boll, accidental arson and *Transformers*:

**Abbie Heppie:** So, you're in not one but TWO Uwe Boll movies (*Postal* and *BloodRayne II: Deliverance*). Boll has made quite a name for himself doing video game movies; how did you get involved with him?

**Zack Ward:** Quite simply, I auditioned. I read for a part in *Postal* and he hired me for the lead. Then, when shooting *Postal*, Uwe offered me the part in *BloodRayne II*, and the rest is history.

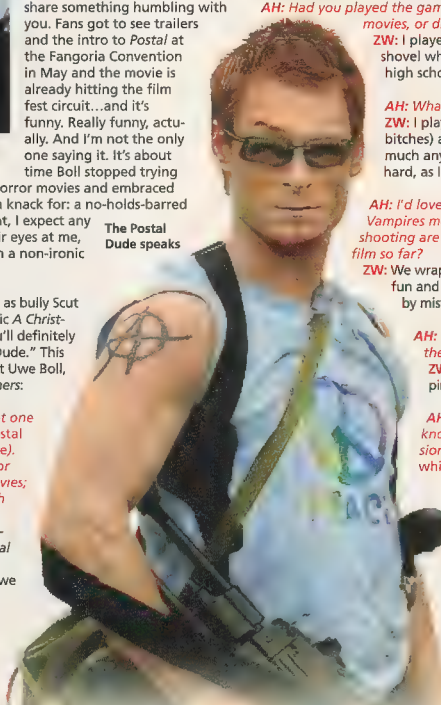
**AH:** What is he like to work with?

**ZW:** He's nuts.

Here's a short list of things I thought would happen before *House of the Dead/BloodRayne* director Uwe Boll actually made a good film:

- Duke Nukem Forever
- Flying cars (and/or pigs)
- Ewan McGregor and I happily raising our children on Moon Base 113 in the Alpha Quadrant of Galaxy Canyon till madethisup
- And since I'm still here on Earth in the T&T offices, I'm about to share something humbling with you. Fans got to see trailers and the intro to *Postal* at the Fangoria Convention in May and the movie is already hitting the film fest circuit...and it's funny. Really funny, actually. And I'm not the only one saying it. It's about time Boll stopped trying

The Postal Dude speaks



**AH:** So, how do you become the Postal Dude? He's an icon...especially in Russia, where the games are huge. You might be really big there after this.

**ZW:** Cool. I just made the character real in an insane world. As this film is what makes the Dude go postal, he can't start out a psycho. Kind of like Mad Max...but funny.

**AH:** *Postal* is a pretty controversial game; were you shocked by anything in the movie?

**ZW:** The opening is iconic and risky. But they pulled it off. Don't ruin it for anyone who hasn't seen it, but the truth is, when you read the script, you think you'll get lynched by page three.

**AH:** Had you played the games before you started working on the movies, or did you try them after you got the role?

**ZW:** I played the games after. Fun stuff, with the shovel whacking and the vomit. Reminds me of high school.

**AH:** What games do you play for fun?

**ZW:** I play *Gears of War*, *GoldenEye* (N64, bitches) and *ATV Offroad Fury* rules. Pretty much anything I can't do in real life. Which is hard, as I do my own stunts.

**AH:** I'd love to hear more about *BloodRayne II*. Vampires meet the Wild West? How far into shooting are you? What are your impressions of the film so far?

**ZW:** We wrapped shooting in December 2006. It was fun and cold and wet. We set a building on fire by mistake, and DAMN, did that look cool.

**AH:** What role have you liked more, Billy the Kid or Postal Dude?

**ZW:** They're exact opposites. But as a vampire, the ladies flirt more with the undead.

**AH:** Of course, what I really want to know about both personally and professionally --is the *Transformers* movie [in which Ward plays a special forces ranger]. Is it going to be as amazingly super awesome as I hope?

**ZW:** I hope you're wearing diapers when you see it, 'cause it's gonna get messy. I was blown away during an ADR (audio digital recording) session and I knew what was coming.

**AH:** Some people were disappointed that this property ended up in the hands of Pearl Harbor director Michael Bay; what do you think of his take on *Transformers*?



Zack Ward as  
the "Postal Dude"

**ZW:** I think people should shut up and wait on the final product before they judge. You literally cannot cross that bridge 'til you get to it. So why bother?

**AH:** Do you feel the movie is out to garner a new generation of fans, or will old-school Transformers fans get the most out of the film?

**ZW:** Both will get their hair blown back.

**AH:** All the Transformers are CGI, right? What's it like to work with giant, invisible co-stars?

**ZW:** Like being a Japanese civilian in Tokyo when Godzilla attacks, circa 1976. But not all the Transformers were CGI. The cars, tanks, trucks, F-22 Raptor and other "earth" machines they transform from are real, and on Megatron and some others, half the bodies are real. Scorpionox is sometimes a robot and sometimes CGI. It was really complicated to keep the look textural enough to allow the audience to get lost in the moment. Remember *The Day After Tomorrow* and their crappy-looking CGI wolves? I think that was a good lesson to all.

**AH:** Any good stories you want to share from the set?

**ZW:** Half our platoon was real Navy SEALs, so whenever the 119-degree heat started to wear on ya, they were a good reminder that no one was shooting real bullets. That cuts down the "whine" factor. I did my own stunt on this and it was scary as hell. Can't talk about it 'til after it's out. Made good friends; Josh Duhamel and Amarey Nolasco are great guys and have become good pals.

**AH:** Are you a Transformers fan, too?

**ZW:** I wasn't, but I sure as hell am now.

**AH:** Do you have a favorite?

**ZW:** Megatron, 'cause he turned into a gun.

**AH:** I cried when Optimus Prime died in the animated movie and he's back in this film...are we getting set up for more heartbreak here, or will this one be less emotionally scarring?

**ZW:** Welllll, the big secret of Optimus Prime in Transformers is that \*\*\*&\*& d5%\*()@DK CENSORED ^@##GD(@#)@R\$ and that's what happens!

**AH:** So...um...did you see Grimlock anywhere?

**ZW:** Who's Grimlock?

**AH:** What other projects do you have coming up?

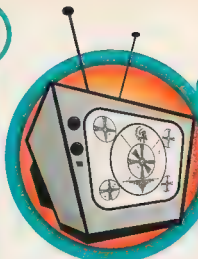
**ZW:** My producing partner, Ben Moody (Evanescence) and I are looking to secure funds to make our own films, combining music (Ben produced hit singles for Kelly Clarkson, Avril Lavigne, Lindsay Lohan, Celine Dion and did soundtracks for *Daredevil*, *Fantastic 4*, *The Punisher* and *Elektra*) and movies to create a bigger return for the investor and better product for the audience. We've got a great bunch of genre scripts and all the connections that being a working actor for 27 years and a two-time Grammy award winner can bring you. So now, we're just looking for a lucky investor. Otherwise, I'm auditioning, working out, learning Spanish for a movie in Colombia, South America, and enjoying the beautiful California sun on my motorcycle. Got to enjoy it while it lasts.

## COLLECTING VIDEO GAME MOVIES

It's a very *Resident Evil* year in 2007 with *Resident Evil 4* being ported around, new games in the works, one movie in production and one already in the bag (*Resident Evil: Extinction* hits theaters in late September). So it's no surprise the movies *Resident Evil* and *Resident Evil: Apocalypse* are getting an updated collector's box set release on September 4, 2007.



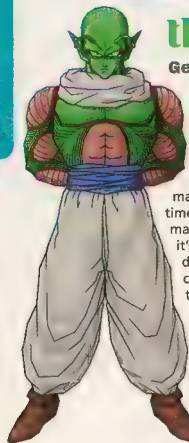


by James McDonough  
and Adam Patyk

# Animation Station

Vol. 14

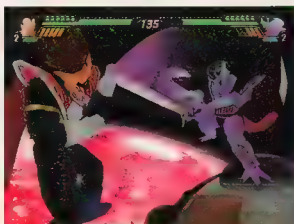
VIDEO GAME ANIME AND CARTOONS



## Third time's the charm!

Get Ready for *Dragon Ball Z: Budokai Tenkaichi 3*

Who says good things don't come in threes? Especially when it's three times the muscle, three times the madness and three times the martial-arts mayhem! That's right, it's time to brush the dust off your PS2, because the latest chapter in the insanely successful *Budokai Tenkaichi* franchise is heading for it this fall with *Dragon Ball Z: Budokai Tenkaichi 3*.

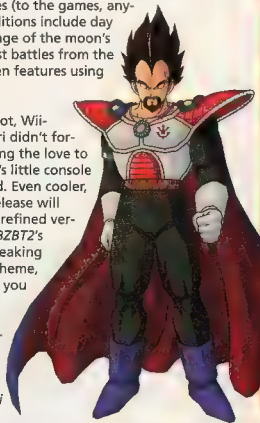


Not resting on the laurels of last year's hit, Atari is improving on the best-received DBZ title to date with several major enhancements. The roster of playable characters now totals out at a whopping 150, including old faithfuls such as Goku, Piccolo and Trunks, along with newcomers (to the games, anyway) like King Vegeta, King Cold and Nail. Other additions include day and night environments that let players take advantage of the moon's powers, allowing them to live out some of the wildest battles from the animated series. Longtime fans can also unlock hidden features using saves from the previous games.



But fret not, Wii-men, Atari didn't forget to bring the love to Nintendo's little console that could. Even cooler, the Wii release will feature a refined version of DBZBT2's groundbreaking control scheme, letting all you would-be Dragon

Ballers even more closely mimic the moves of your favorite super-powered pugilists. And if that wasn't enough, the developers are planning one more big—and we do mean big—treat that might make this the most global *Dragon Ball Z: Budokai Tenkaichi* experience yet.

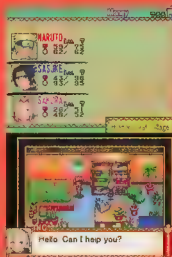


## OFF THE BEATEN PATH

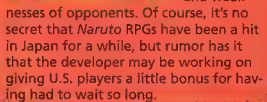
First-Ever *Naruto* RPG  
Strikes the DS This Fall

You've button-mashed your way to ninjadow in one kick-butt *Naruto* action game after another, but can you actually play the role of the true ninja? It's time to find out.

This fall sees the release of *Naruto: Path of the Ninja* from TOMY and D3 Publisher of America, but this ain't no ordinary beat-'em-up for the orange-suited hothead. PotN marks the much-



anticipated, first-ever North American release of an honest-to-Hokage *Naruto* role-playing game! Based on episodes of the show, the game offers a choice of six characters to explore the Hidden Leaf Village and beyond, with a time-based combat system that tests the player's ability to accurately gauge the relative strengths and weaknesses of opponents. Of course, it's no secret that *Naruto* RPGs have been a hit in Japan for a while, but rumor has it that the developer may be working on giving U.S. players a little bonus for having had to wait so long.



## ONE MORE TIME FOR ONE PIECE

Anime Pirates Stretch Back to TV

It seems like Luffy's got himself another shot at becoming the Pirate King in a rocky break (is that "Luffy break"?). Rumination has taken over the job of dubbing the series, giving it a chance to continue where it left off. However, expect to see some changes when it returns to Cartoon Network's forewarn clock in August, including a new voice cast and some changed character names.





## "DATS" NOT ALL, FOLKS

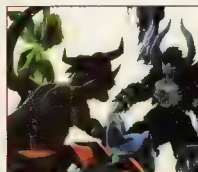
### Digimon Returns and Revamps for Fifth Season

Looks like you're DigiDestined to be enjoying brand-new animated *Digimon* adventures on a TV near you very soon. The fifth season of the popular series from Toei Animation, called *Digimon: Data Squad*, will begin airing for the first time in English this fall on Toon Disney's Jetix programming block.



One of the few properties to outlive the "monster collecting" fad and come into its own, *Digimon* and its Digital Monsters have been revamped again, this time with the DATS (Digital Accident Tactics Squad, or Data Squad) serving to secretly protect the Earth from any problems in the Digital World.

What haven't changed, lucky for us, are all the cool game tie-ins for the series! Namco Bandai has already prepared the upcoming *Digimon World Data Squad* PlayStation 2 game, which promises to combine classic *Digimon* elements with RPG-style adventure to capture the feel of the cartoon storyline. Paralleling the 'toon, main character Marcus Damon is a tech-savvy teen and former street fighter investigating the mysterious disappearances of several children, which brings the rehabilitated punk up against the nefarious Seven Demon Kings. (Don't you just hate it when that happens?) One second, you're just looking for some missing kids, and the next you're fighting a squad of demons.)



Luckily, Marcus has access to over 140 *Digimon* characters to battle with and Digivolve throughout the dozen or so stages of the game. To further strengthen the tie between anime and game, the graphics feature cel-shaded artwork, and the cast of the show even returned to perform voice acting for the game!

## CROSSOVER:

### Cool Anime for Gamers

#### Black Lagoon

Rokuro Okajima is just your average working stiff struggling to make his way up the corporate ladder. Unfortunately, his limb is disabled.

When he finds himself sharing

hired by a group of moon-jacking pirates known as the Black Lagoon. Oh, well, much for that person! But if Rokuro (a.k.a. Rock) thought the business world was cutthroat, wait until he finds himself hip-deep in all the hijacking, smuggling and other high-seas shenanigans of the Black Lagoon. And with creative team members from the Street



Fighter V television series and Street Fighter Alpha anime, expect plenty of full-throttle action and adventure. Not to mention one of the most rockin' anime intro songs of all time—provided you don't pay too much attention to the lyrics. If you like action-packed, character-based anime such as *Code Geass*, *Boy Beep*, do yourself a favor, and check out *Black Lagoon* Vol. 1 now!



## REWIND

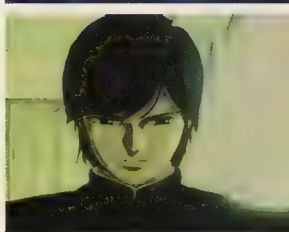
### Classic Video-Game Animation

#### Digital Devil Saga: Megami Tensei

The *Shin Megami Tensei* (and regular ol' *Megami Tensei*) games have been keeping gamers entertained with RPG-style action and adventure for years and years (has it really been that long?!), most recently with the *SMT: Persona 3* release for the PlayStation 2, but some North American fans may be unaware of all the anime spin-offs that have emerged over the years in *SMT*'s homeland of Japan. Well, that's why *Animation Station* is here, to shed some light!

The first anime, *Digital Devil Saga: Megami Tensei*, was an original video animation (OVA) from the '80s, featuring a very grim, horror-based storyline derived from the novel. Young computer whiz Akemi Nakajima dreams of the gods Izanami and Izanagi (of the Japanese creation myth) while becoming fellow high-schooler Yuriko's object of affection. Unfortunately, Akemi isn't the most sympathetic kid, which is not exactly the best trait for a main character. This becomes apparent when he uses his programming talents to somehow tap into the demon realm of the vile Loki and his minions, looking to cause some seemingly harmless mischief. Of course, "harmless mischief" and "demon realm" rarely go hand-in-hand for very long, especially in anime, and real disaster that's anything but harmless soon follows. The demons erupt into the real world through the computers, smashing and squishing everyone they encounter into a goopy red paste...including Yuriko! Whoopsie!

Of course, this snaps Akemi out of his pouty-jerk phase (mostly), and he starts enlisting help to rein in the carnage-causing demons. While things are sorted out in the end, it's not without a fair share of carnage and even some gratuitous sex (!!)...not exactly the most kid-friendly viewing, but worth a look for hardcore *Megami Tensei* fans who are interested in seeing the story's animated genesis.





# HIGH ADVENTURE IN HIGH DEF

## Talking Dungeons, Dragons and Dirk

During video games' early days, cutting-edge graphics often meant crude sprites and repetitive animations, but all that changed in 1983 with the release of *Dragon's Lair*. Starring the noble, if somewhat clumsy, Dirk "the Daring" on a mission to free his bubbly betrothed from a vile dragon, the game boasted some of the most advanced technology of its time, featuring hand-drawn animation from industry icon Don Bluth (*The Secret of N.I.M.H.*). The combination of breathtaking visuals and reflex-based play quickly established it as one of the most popular arcade games ever (even earning it a spot in the Smithsonian). This spring, things came full circle with Digital Leisure's HD transfer of the title for the Blu-ray format. We recently spoke with the game's producer, David Foster.

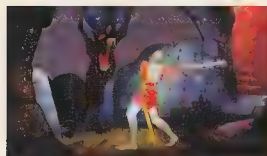
**Tips & Tricks:** How did this version come together?

**David Foster:** We've been watching the emergence of the high-definition formats carefully for the past few years, and when it became clear that they were coming to market, we made a decision to search out the film and have a high-definition transfer made. The transfer was done in fall of 2005, and then used in our PC release in 2006, but the real intent was to use the HD capture for high-definition optical media formats.



**T&T:** After over a quarter of a century, what would you attribute *Dragon's Lair's* longevity to?

**D.F.:** I believe that the biggest factor is the Don Bluth animation. It is both of exceptional quality and very funny.



Timing was also a factor—it came to the arcade with the revolutionary Laserdisc technology when the competition was all low-res graphics such as *Pac-Man*. *Dragon's Lair* made such an impression that it remains with people today—everyone seems to remember all the quarters that they pumped into it.

**T&T:** What was your initial reaction to the game?

**D.F.:** I remember first seeing *Dragon's Lair* in a bowling alley when I was much younger. I popped in some quarters and immediately died three times. I was never very good at it, but really enjoyed watching other players make their way through the game.

**T&T:** What sort of influence do you think it's had on today's more "cinematic" games?

**D.F.:** It made such an impact that most game designers and animators have some memory of the

game. In fact, we see the concept used as the "Quick Time Event" in many games, including *Resident Evil 4* and even *God of War*.

**T&T:** What are the benefits of Blu-ray?

**D.F.:** Our primary motivation was to release the ultimate *Dragon's Lair* in the highest possible resolution. In addition to the video quality, Blu-ray allows us to

control the playback like we never were able to with DVD. We were able to make the moves arcade-accurate, without pauses, and include the original movie beep sounds from the arcade. It really makes the game much more enjoyable to play than the previous versions.

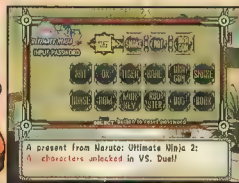
**T&T:** Anything else we can expect?

**D.F.:** We've also done a complete audio remix and moved it to 5.1 surround sound, which really adds to the experience. As this was designed to be the ultimate release, we spent a great deal of time on the extras and have included all-new interviews with the creators and also a picture-in-picture commentary discussing each scene in the game.



**T&T:** Can fans look forward to similar projects down the line?

**D.F.:** We're currently working on *Space Ace* and *Dragon's Lair II: Time Warp*, so you can expect to see those in the not-too-distant future.



### Secret Passwords!

Our resident intern, Cheat Biscuit, sat down and tested every possible password combination in *Naruto: Ultimate Ninja 2* for the PlayStation 2. The result is the following mega password list; to enter them, choose "Naruto's House" from the main menu, then select "Input Password." Each password may only be used once.

#### • Special Passwords

Fire, Dragon, Snake, Tiger—Unlock "Naruto's Challenge" in S-rank missions  
Wind, Dog, Monkey, Ram—Unlock "Fiery Duo's Challenge" in S-rank missions  
Lightning, Snake, Rat, Dragon—Unlock all characters in Vs. Mode

#### • Shinobi (Ninja) Card Passwords

Earth, Rooster, Snake, Rooster—Earn Ninja-4 card + 1,000 ryo  
Earth, Monkey, Rooster, Ox—Earn Ninja-5 card + 1,000 ryo



Earth, Ram, Snake, Ox—Earn Ninja-6 card + 1,000 ryo  
 Wind, Dog, Tiger, Ram—Earn Ninja-9 card + 1,000 ryo  
 Wind, Ox, Rooster, Ram—Earn Ninja-10 card + 1,000 ryo  
 Fire, Tiger, Snake, Ox—Earn Ninja-13 card + 1,000 ryo  
 Wind, Ram, Rat, Snake—Earn Ninja-27 card + 1,000 ryo  
 Fire, Horse, Horse, Rooster—Earn Ninja-28 card + 1,000 ryo  
 Wind, Ram, Dragon, Rat—Earn Ninja-29 card + 1,000 ryo  
 Earth, Monkey, Dragon, Snake—Earn Ninja-30 card + 1,000 ryo  
 Lightning, Monkey, Ox, Tiger—Earn Ninja-31 card + 1,000 ryo  
 Earth, Rooster, Horse, Rat—Earn Ninja-32 card + 1,000 ryo  
 Earth, Monkey, Tiger, Horse—Earn Ninja-33 card + 1,000 ryo  
 Lightning, Ox, Dragon, Hare—Earn Ninja-34 card + 1,000 ryo  
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 Fire, Horse, Ram, Snake—Earn Ninja-50 card + 1,000 ryo  
 Earth, Hare, Dog, Monkey—Earn Ninja-51 card + 1,000 ryo  
 Earth, Dragon, Dog, Tiger—Earn Ninja-52 card + 1,000 ryo  
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 Water, Rooster, Monkey, Rooster—Earn Ninja-77 card + 1,000 ryo  
 Water, Tiger, Horse, Ox—Earn Ninja-78 card + 1,000 ryo

Wind, Rooster, Ram, Tiger—Earn Ninja-79 card + 1,000 ryo  
 Wind, Dog, Rat, Ram—Earn Ninja-80 card + 1,000 ryo  
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 Fire, Snake, Snake, Ox—Earn Ninja-82 card + 1,000 ryo  
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 Lightning, Monkey, Dragon, Dragon—Earn Ninja-101 card + 1,000 ryo  
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 Lightning, Tiger, Rat, Monkey—Earn Ninja-172 card + 5,000 ryo

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Lightning, Ram, Ox, Boar—Earn Jutsu-1 card + 1,000 ryo  
 Lightning, Rat, Ox, Tiger—Earn Jutsu-3 card + 1,000 ryo  
 Fire, Rooster, Rooster, Horse—Earn Jutsu-8 card + 1,000 ryo  
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 Wind, Dragon, Hare, Dog—Earn Jutsu-16 card + 1,000 ryo  
 Wind, Monkey, Tiger, Ox—Earn Jutsu-19 card + 1,000 ryo  
 Earth, Dog, Horse, Tiger—Earn Jutsu-20 card + 1,000 ryo  
 Lightning, Boar, Rooster, Monkey—Earn Jutsu-61 card + 1,000 ryo  
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 Fire, Ox, Tiger, Dog—Earn Jutsu-63 card + 1,000 ryo



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 Earth, Rat, Dragon, Boar—Earn Jutsu-161 card + 1,000 ryo  
 Earth, Dragon, Tiger, Rat—Earn Jutsu-162 card + 1,000 ryo

#### • Tactics Card Passwords

Lightning, Boar, Rat, Dog—Earn Tactics-1 card + 1,000 ryo  
 Fire, Ram, Rooster, Rooster—Earn Tactics-6 card + 1,000 ryo  
 Wind, Dragon, Rat, Boar—Earn Tactics-15 card + 1,000 ryo  
 Earth, Hare, Hare, Monkey—Earn Tactics-20 card + 1,000 ryo  
 Fire, Tiger, Snake, Dog—Earn Tactics-29 card + 1,000 ryo  
 Earth, Ox, Ox, Ox—Earn Tactics-39 card + 1,000 ryo  
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 Wind, Horse, Ram, Dog—Earn Tactics-77 card + 1,000 ryo  
 Wind, Rooster, Tiger, Snake—Earn Tactics-78 card + 1,000 ryo  
 Wind, Rat, Ram, Dog—Earn Tactics-79 card + 1,000 ryo  
 Wind, Horse, Ram, Rat—Earn Tactics-80 card + 5,000 ryo  
 Earth, Tiger, Horse, Snake—Earn Tactics-81 card + 1,000 ryo  
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 Water, Dog, Hare, Snake—Earn Tactics-92 card + 1,000 ryo

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 Earth, Horse, Rat, Boar—Earn Tactics-167 card + 1,000 ryo  
 Earth, Snake, Dog, Monkey—Earn Tactics-168 card + 1,000 ryo

#### • Client Card Passwords

Lightning, Ram, Ox, Dragon—Earn Client-5 card + 1,000 ryo  
 Fire, Dragon, Horse, Dog—Earn Client-6 card + 1,000 ryo  
 Wind, Horse, Rooster, Tiger—Earn Client-7 card + 1,000 ryo  
 Fire, Ram, Tiger, Rat—Earn Client-15 card + 1,000 ryo  
 Lightning, Tiger, Horse, Tiger—Earn Client-16 card + 1,000 ryo  
 Lightning, Horse, Rat, Horse—Earn Client-17 card + 1,000 ryo  
 Lightning, Rat, Monkey, Dog—Earn Client-18 card + 1,000 ryo  
 Wind, Ram, Dog, Rooster—Earn Client-19 card + 1,000 ryo

#### • 10,000 Ryo Passwords

Fire, Tiger, Dragon, Hare  
 Fire, Tiger, Tiger, Rooster  
 Earth, Boar, Boar, Tiger  
 Water, Rat, Tiger, Ox  
 Water, Snake, Ram, Rat  
 Lightning, Ox, Ox, Tiger  
 Lightning, Dragon, Rooster, Tiger

#### • 5,000 Ryo Passwords

Fire, Ram, Dog, Monkey  
 Fire, Monkey, Hare, Snake  
 Wind, Hare, Rat, Rat  
 Wind, Boar, Rat, Hare  
 Water, Snake, Rooster, Horse  
 Water, Tiger, Dragon, Tiger

#### • 1,000 Ryo Passwords

Fire, Boar, Boar, Snake  
 Fire, Boar, Hare, Horse  
 Fire, Boar, Hare, Ram  
 Fire, Boar, Tiger, Boar  
 Fire, Dog, Boar, Dog  
 Fire, Dragon, Boar, Rat  
 Fire, Dragon, Tiger, Horse  
 Fire, Hare, Dog, Dog  
 Fire, Hare, Horse, Rat  
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 Fire, Tiger, Horse, Boar  
 Wind, Boar, Dog, Horse

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 Lightning, Tiger, Monkey, Dragon  
 Lightning, Tiger, Tiger, Horse



# ACTION PACKED

Vol. 13

Video Game Action Figures &amp; Toys by Mark Johnson

## KRAKEN-SIZED KRATOS

When you're a god, you go big. Kratos, star of Sony's badass *God of War* games, will be hitting the shelves in late July, therefore, as a deluxe 12" figure courtesy of NECA. Equipped to wreak vengeance with the Blades of Athena and flaunting the Flaming Arches of Chain, Kratos comes packaged with an alternate right hand that clutches Medusa's decapitated head (complete with light-up LED eyes, which is genuinely gnarly). Fully poseable, this wickedly cool figure can be yours for the very mortal sum of \$30. Just think of it as a title.



## persona grata

If I were one of those weird aliens that sat in my space ship eating Plutonian popcorn and learning about earthlings through whatever form of pop-culture art I could get my tentacles around, then I would hope to turn out just like Jeff Goldblum in *Earth Girls Are Easy*. I would also believe that the Japanese high-school experience was the most kick-ass thing in the world, full of strange love trysts, robots, lasers and awesome, apocalyptic showdowns. The PS2 RPG *Persona 3* captures this androids-and-demons-in-high-school flavor perfectly, and now Kotobukiya is immortalizing the game's mesmerizing characters in plastic!

Aegis is a schoolgirl who moonlights as a killer robot, a fact which induces jealousy in us all (except for the high school part; puberty was rough). She was built as an anti-shadow weapon and has weird-but-cool gun fingers...and no feet. (Don't ask.) Mitsuru is the student council president and only has a sword and a dinky pistol—which is, like, totally unfair compared to Aegis. Maybe Aegis is jealous of Mitsuru's sexy boots? Cosmetic rivalries aside, you can acquire Mitsuru this September for \$39.99 and pick up your plastic Aegis a month later for \$34.99.

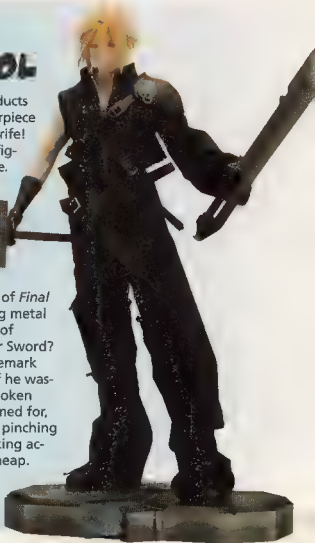
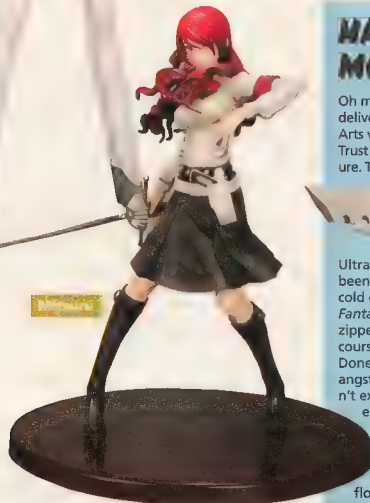


## HANDSOME BOY MODELING SCHOOL

Oh my gosh, he's gorgeous! Square Enix Products delivers once again with this gigantor Masterpiece Arts version of its heroic poster boy, Cloud Strife! Trust us, kids; this is not your father's action figure. This thing is deluxe with a capital awesome.

Ultra-detailed, Cloud has been expertly crafted out of PVC, cold cast resin, leather and metal. 19 inches of *Final Fantasy VII* hero worship? It's there. Working metal zippers? Check! Crazy translucent hair? But of course. Death-dealing, limit-breaking Buster Sword? Done and done. And don't forget that trademark angst-ridden scowl. He wouldn't be Cloud if he wasn't expressing inner turmoil over some unspoken emotional conflict. That is what he's named for, after all. So gird your wallet and start pinching those pennies, because this breathtaking action-figure goodness doesn't come cheap.

You'll need to shell out \$399.99 to float with this Cloud. Look for him to go retail this November.





# SOUND TEST

by Tom Farrell

Vol. 6

Video Game Music News and Notes

## NOBODY ROCKS MAJOR LEAGUE BASEBALL LIKE 2K



2K Sports has been earning a well-deserved reputation as the company with soundtracks that rock electronic sports games like no other. Its soundtrack for *College Hoops 2K7* packed in 15 rock joints by artists like P.O.D. and Jupiter Hills, while its musical backdrop for *NHL 2K7* rocked the rink with tunes from alternative rock mainstays Mudhoney, the Postal Service and Seaweed.



AUTUMN DEWOLF

Now, with the release of *MLB 2K7* comes the best in-game music yet, with a rowdy roster of high-octane acts including Nirvana, Wolfmother, the Pixies, 311, Sublime (their first appearance in a video game soundtrack), the Specials, the Stooges and the Walkmen. Also featured is a slew of burgeoning indie rock artists, including XL Records' Tapes 'n Tapes, who are currently headlining the 2K Sports Hit-n-Run Tour that kicked off on April 16 to promote *Major League Baseball 2K7*. Bang your head, bang a gong, bang the ball.

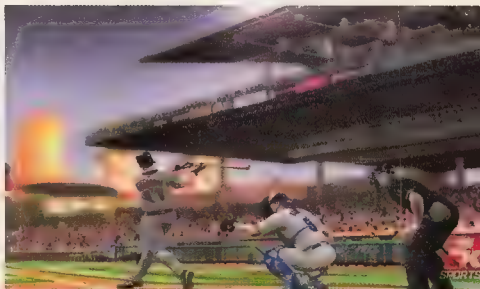


CHAPMAN BAEHLER

"Producing this soundtrack was like making a mix tape for a friend, especially considering the profile of the artists and the quality of the songs," explained Tim Rosa, 2K Sports' director of brand and lifestyle marketing. "We always seek to provide the sports gaming community with a soundtrack that makes sense for the game they are playing, while also showcasing great artists above and below the fringe. We achieved that goal with *Major League Baseball 2K7*, so I'm really proud of this one," Rosa stated.

And if you can't get enough of the tunes while you're away from the game, you can stream them online at <http://www.2ksports.com/mlb2k7/music.php>.

*Major League Baseball 2K7* is available for the Xbox 360, Xbox, PS3, PS2, PSP, Nintendo DS and Game Boy Advance.



## SONY LEAVES IT IN THE LAP OF THE GODS

Sony Computer Entertainment America have made the soundtrack for *God of War II* available outside of the game. The game score will be available at retail outlets, iTunes and Sony Connect, a division within Sony that has a service for downloading music, similar to iTunes. You can reach Sony Connect at <http://musicstore.connect.com>.

The electronic soundtrack features orchestral works as well as hard rock, hip hop and electronica. Name acts include Junkie XL and heavy metalers Shadows Fall, who are currently promoting their recent release, *Threads of Life*, for the Atlantic label. The soundtrack also features tunes from Tragic, a.k.a. George Doman, who won a contest to land his sound in the popular video game. The competition was hosted by SCEA on MySpace last year, and gave musicians the chance to upload their songs to [www.Myspace.com/GodofWar](http://www.Myspace.com/GodofWar). Doman beat out 500 other entrants to include his music in the soundtrack of what looks to be one of the year's hottest game titles.

Sony has continuously shown a high regard for its *God of War* soundscapes. The original game bagged the prestigious Outstanding Achievement: Original Music Composition award from the Academy of Interactive Arts & Sciences.

Shadows Fall



CHAPMAN BAEHLER





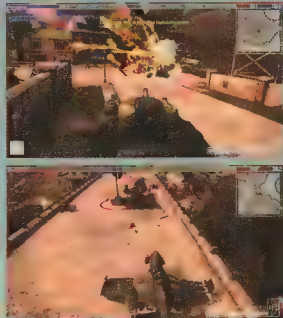
# ONLINE GAMER

by Jeb  
Haught

Xbox Live  
Gamertag:  
BigWym

Vol.  
36

Get Connected to the World of Online Console Gaming



## BATTLEFIELD OF THE FUTURE

While attending Sony's 2007 Gamer's Day in San Diego, I strolled around, glancing at playable demos of first- and third-party games for the PS3 (like *Heavenly Sword*, *Lair* and *Stranglehold*)—but the game that caught my eye was Sony's remake of its classic PlayStation air combat game, *Warhawk*. This was very unexpected, since my last experience with *Warhawk* (at last year's Electronic Entertainment Expo) was less than impressive.

But now, the game has been totally revamped. Sony's developers decided to eliminate the single-player portion and instead focus on an online-only multiplayer game. Whether this decision will affect sales is currently unknown, but one thing is for sure, the game runs very smoothly, with virtually no hiccups or lag occurring in either of my two-hour sessions. You may be thinking, "of course there was no lag, it was a LAN session," but what I played wasn't a LAN. Instead, *Warhawk* was running on Sony's online network, with most of the 32 participants located in other buildings.

The current version of *Warhawk* is almost nothing like the original iteration. But this is a good thing, as *Warhawk* is now very much like one of my favorite titles of all time, *Battlefield 1942*. Rather than being limited to flying, budding pilots can now run around as infantry, drive jeeps or tanks and fly *Warhawks*. In addition, there are plenty of emplaced weapons, like machine guns, AA guns and AA missiles...and they are incredibly devastating.

### Rockets Are a Man's Best Friend

My session began with me spawning in the Eucadian main base on the Badlands map in CTF mode. As my fellow soldiers

scrambled to jump into the vehicles that were scattered about, I tried to man the mounted machine gun on a jeep driven by another Eucadian, but he drove off too quickly. Oh well—time to hoof it and try out the infantry weapons. I immediately picked up an assault rifle as well as a rocket launcher, and switched to the AR by clicking on the appropriate direction on the D-pad.

When I arrived at the first neutral base, several Eucadian and Chernovan soldiers—as well as a couple of tanks—were battling it out for control. Since this spot would add a forward spawning area to whichever side was victorious, the combat was fierce! I ran in and shot at another soldier with my AR, but it seemed to be very inaccurate, spraying everything but the target with lead. So I switched to my pistol and, to my surprise, dropped two soldiers with little effort. Nice. Just then, a tank round ripped through the air and exploded a few yards from me. "Oh noes," I thought, "I'm about to become tank fodder!" Luckily, a teammate hovered in piloting a *Warhawk* and distracted the tanker just long enough for me to charge out of the building, hop behind a wall and equip my rocket launcher. Two shots later, the tank was a heaping wreck and I frantically started searching for a health pack. I guess that's why I didn't see the enemy *Warhawk* that ripped me to shreds with his machine guns.

Then I respawned in the same base that we just captured, and hopped into an AA gun. "Time for sweet revenge," I thought. While I watched the sky for aircraft, I periodically checked my mini-radar, since enemies in zones that my

team has captured appear as dots and aircraft appear as triangles. I noticed an incoming enemy fighter off in the distance and started blasting. He immediately ducked down behind a mountain ridge, and slowly circled me. Unbeknownst to him, I was tracking him the entire time on my mini-map, and the second that he appeared from behind a giant rock, I blew him to kingdom come. Talk about a satisfying feeling.

### Dude, Get Your Own

"OK, so ground combat is fun, but how is flying?" I thought to myself as I clambered into a *Warhawk*. I pressed the R2 button to hover up in the air, then pressed  $\Delta$  to switch to flight mode, in which the R2 button is used to accelerate. Several maneuvers are available during flight, such as barrel rolls and loops, while afterburners let players perform crazy moves like mid-air "powerslides." Since I didn't have long to play, I switched off the SIXAXIS controls and set about finding a target. Two enemy planes were in front of me, so I held down the R1 button and "rubbed" my cursor over the enemies so I could achieve a missile lock. Then I let four cluster missiles fly, and they split into two groups of two to pursue the enemy. This wasn't enough firepower to down both planes, but they were heavily damaged, so I finished off one with my machine guns just in time to be downed by the other.

Despite my aching feet and legs, I was still standing in the same spot a couple of hours later, controller in hand. The only reason that I eventually quit is because I could hear people complaining that I had been playing too long. Sure, I left...but just like Sony's new PSP slogan, I thought to myself, "dude, get your own."

# ONE GAME TO RULE THEM ALL

With my interest in *World of Warcraft* waning (due to the fact that it has turned into a seemingly never-ending grind session), I decided to give Midway's first MMO game, *The Lord of the Rings Online: Shadows of Angmar*, a try. As one of the only fantasy-based franchises to have a more recognizable storyline than the *Warcraft* universe, *LoTR Online* has a distinct advantage before the game is even fired up. In addition, this MMO even has an epic quest line that runs parallel with the Fellowship's journey to destroy the one ring. The following is a brief account of my early adventures in Middle Earth.

## I R n00b

Our story begins with a humble level 1 elf (that's me) who decided to try the melee-based Champion class. Having played both a rogue and a warrior in *WoW*, I wanted to see how the DPS-based (damage per second) Champion compares. With the ability to wear heavy armor after Level 20 as well as dual-wield weapons or use shields, the Champion seems like a cross between *WoW*'s rogue and warrior classes, minus stealth.

So I started in the same area as the dwarves (Ered Loin), and immediately noticed that there were many more dwarves running around than elves. Why most people want to play as a character

based on Gimli rather than Legolas is beyond me, but diversity is one of the strong points of MMOs. I will admit that the dwarves look much cooler than I was expecting, and just like the movie, there is not a female dwarf to be seen (unless they really do have beards, hehe).

## Let the Festivities Begin!

After completing many, many quests, travelling through The Shire and then on to the busy town of Bree, I started seeing humans and hobbits aplenty. This large city is a popular hub of activity for players ranging from Level 15 to Level 35, so it pays to memorize the layout. While it is no surprise that this municipality is full of activity, I didn't expect to see so many players just "hanging out" with other players. Don't be surprised to see a group of people typing emotes and smoking pipes in one spot, while just around the corner is another group dancing and playing music. (Here's a handy tip: NEVER challenge a dwarf to a drinking contest!) In fact, there is almost always someone playing a lute outside of the infamous Prancing Pony Inn, and the melodies they produce can be hauntingly beautiful. This MMO seems to be much more focused on the community than any other that I have played, and people are almost eager to offer assistance to anyone in need, all you have to do is ask politely.



The Prancing Pony is also the spot where I first encountered a *Fellowship of the Ring* character. Yes, Strider was there and anxious to send me off to kill the forces of Sauron. I must admit that it is pretty cool to acquire quests from the future king, and I can only imagine what my encounters with other Fellowship members will be like.

## A Good Deed Indeed

Out in the fields of Bree I saw many more players on quests than I did at other locations. There were so many that I actually had to compete with them just to finish quests. Too bad there wasn't a ticket dispenser there like they have at the DMV, as it would have brought some order to the chaos. While I enjoy running around solo, it seems best to group up with people in these situations to save time and avoid bad blood.



One of the coolest additions that *LoTR Online* brings to the MMO table is the ability to acquire deeds that, when completed, give statistic bonuses and titles when equipped. These deeds

are quite plentiful, and range from killing certain creatures to exploring ancient ruins to using particular moves in combat. Say you enter a new area and kill a wolf. Chances are high that you will immediately acquire a "wolf-slayer" deed, and a meter becomes available that fills with each wolf kill. When full, the player can equip his or her new "wolf-slayer" title at any time, but must go to a bard and pay money to have the bonus stat equipped in one of their "traits" slots. Deeds entice the player to accomplish more than simply completing quests, and it hardly ever seems like a monotonous grind session. It's also fun to equip different titles to either show off (BigWyrms the Invincible) or display humor (BigWyrms, Pie-Eating Champion).

Playing through "Instance" quests, where the game teleports players in the same party to an exclusive area to fight monsters, is infinitely more fun than repeating four-hour instances in *WoW*. And while they may be easy to begin with, it takes good players and a good party setup to beat the higher level ones. However, I am currently at Level 21, with the level cap at 50, so there is a large quantity of content that I haven't even experienced. And with a free expansion coming this summer that adds tons of quests and an entirely new area, it looks like my quest to aid in the defeat of Sauron's forces may actually take longer than watching the extended version of *LoTR: Return of the King*.





Mobile  
Games  
and  
Cellular  
Entertainment

# gaming 2go

by Andy Eddy

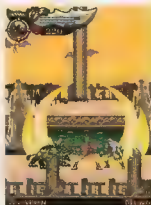
So you've got a few minutes to kill, but you're nowhere near a console or handheld game system. If you've got a wireless phone, you might have a way out of that predicament...

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## Of Gods and Boggys

Sony Online is dishing up some familiar names in mobile form, with one of the PlayStation 2's most popular franchises

making the move to hand-sets. *God of War: Betrayal* will tell a new Kratos story, giving the muscle-bound hero a chance to kick some fresh tail in a scaled-down format. Despite it being a more diminutive adventure, little is lost in translation. In fact, there's about as much blood spurting as you've seen in his previous two jaunts, with Kratos taking out enemies and even tearing them in two if you handle it right.



time powers, with upgrades awarded along the way to boost his skills. The game should have hit the carriers during June and July; prepare to lay down some serious smack for the gods.

Now we'll shift gears and shuttle from one set of hard raps to a totally different breed: *Snoop Dogg Cruisin'* focuses

The vivid *God of War* visual style doesn't fall by the wayside, either. The designers gave Kratos an impressive variety of animations, creating more realistic visual impact than most mobile titles. He also gets to use some big-

on gangsta wheels, both on the street and off the ground. That's right—you need to do some poppin' and hoppin' with this ride. There are several different game types. Snoop Says is a "Simon Says" variant



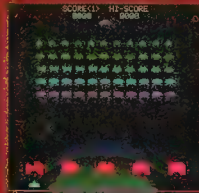
that has you matching Snoop's moves as they are shouted out, and Height, as the name implies, urges players to get maximum auto elevation. Most of the action is accomplished with one-finger presses, so it's a simple diversion that'll keep you busy on a break. It doesn't offer a lot of variety or longevity, but it is one of those games to keep on your phone just so you can say, "Hey, check this out...."



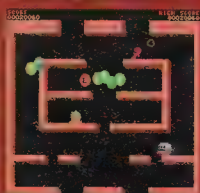
## Coin-Op Classics Cloned

Some carriers have already launched Taito titles, but now Taito is expanding its reach, allowing more gamers to get their hands on these gems.

Perhaps the best-known entry is *Space Invaders*, the arcade shooter that was for many users the first electronic game to pull quarters from their pockets. *SI* translates well to the mobile world, and offers optional settings including more bases and the ability to determine the point interval when extra bases are awarded



A more intricate, slightly newer game—if you call a 1986 release "newer"—is *Bubble Bobble*. It features your cartoony dinosaur shooting bubbles at enemy creatures. Once trapped in bubbles, if you jump on a bubble, the foe within turns into a tasty treat...worth points, of course. Finishing off all the beasts moves you to the next level.



and so on. Those familiar with the game from its coin-op roots might find the mobile take on it to be too small, but it's still fun to play retro favorites such as this.

Taito is a familiar industry name, thanks to its arcade classics, but it's not known for mobile games. The company is expecting that to change really soon.

Much the same critique goes for *Rainbow Islands: Bubble Bobble 2*. It's a vastly different game, other than the "colorful" part. In this game, you play a boy who can throw out rainbow arches, which serve to not only knock out enemy



creatures, but also as stepping stones for the boy to reach higher points. He needs to reach the goal at the top, but also avoid getting hit by the creatures—as well as the water that rises if you take too long. Again, it's a tough game on a number pad, but slightly more playable than *Bubble Bobble*.



Finally, Taito has converted one of its most popular coin-op titles: *Bust-A-Move*. Not a game version of the Young MC song...it's a matching game in which you shoot colored bubbles until you have three or more of the same color touching, at which point they disappear. This continues until you've cleared the playfield or the lowest bubble crosses the shooting line, which produces a Game Over. It's challenging and frustrating, especially if you have trouble lining up bank shots off the side walls, which (again) is tough on such a small screen.

# Multiblayer, Multis and More

Electronic Arts is a video-game giant for a reason. Most notably, the company has proven it has a good focus on what gamers like—and that foundation has been carried over to its mobile games, as proven by a diverse handful of recent releases.



You may not know the name Alexey Pajitnov, but if you've been breathing air at any point in the last two decades, you certainly know the game he invented: *Tetris*. And though there have been oodles of variations for every game platform known to man—including a few for the mobile market—EA has decided that there

needed to be one more.

EA's *Tetris* supports multiplayer interaction, and it also adds a few single-player modes to the "classic" game, including a two-minute drill called Ultra. And



there's a "hot potato" mode for up to four players called Pass 'n Play, that gives everyone the same blocks to see who can get the highest score. But the key offering is head-to-head "over-the-air" action with two main modes: Versus, where each player tries to clear lines on their respective playfields (which, in turn, dumps on the other player); and Clash, which has the two players battling it out on the same playfield, trying to

clear lines while blocking the other's progress. It's a great improvement to an already great game.

EA has done something similar with the gem-matching puzzler, *Bejeweled*. Its meat-and-potatoes is the single-player mode Classic, where you play until you have no more moves in which three like gems can be put together; and Action, in which you're competing against a



timer to keep playing matching moves). However, this new version adds over-the-air multiplayer with frantic head-to-head competition.



In this two-player mode, you see your opponent's



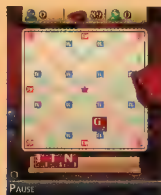
8x8 grid in the corner of your display, and each of you builds up a "progress bar" with each successful match. Simply designed, the first player to fill their respective progress bar wins. Additionally, you can mess up your foe by matching special gems. The right move will cause

the victim's D-pad to reverse control or temporarily block gems from dropping into empty spaces.



*The Sims 2 Pets* offers a mobile game spun out of the popular PC relationship builder. In this version, you get to adopt a puppy, train it, take it for walks and play with it. Achieving certain goals improves your doggie's outlook on life, and your Sim gets a boost by having a "successful" pup. Meeting

your pet's needs (such as hygiene or energy level) is essential, but you must also to teach it new tricks and buy it new toys to enrich its personality. Don't forget that you need to maintain your career, which earns you the Simoleons you need to buy food, toys and other supplies. This one will keep you—and your new virtual pet—jumping.



Finally, EA has brought us a mobile version of the venerable word/board game, *Scrabble*. While it may not offer over-the-air multiplayer, it does have a "hot potato" Pass 'n Play mode allowing gamers to challenge others to build words on the grid. Additionally,

there's a you-versus-the-computer mode, and a Solo mode that has you creating as many words as possible. We wouldn't be surprised to see an update adding competitive action over the network, but for now this will do just fine.

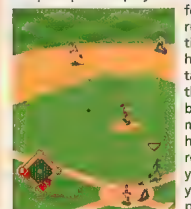


## Meet a Neater Jeter

As consistent as Derek Jeter has been as a premier Yankees ballplayer, Gameloft has been similarly consistent in the past few years with each new *Derek Jeter Pro Baseball* mobile release. The publisher doesn't let us down this year, either, in bringing us the recently released *Derek Jeter Pro Baseball 2007*. While many mobile-entertainment publishers are looking for the next great "casual game"—the kind you can

play with nine out of your ten fingers tied behind your back—Gameloft is taking *DJPB 07* in the opposite direction by giving it a satisfying intricacy. For instance, as pitcher, you need to flip through a couple of stats displays, pick your pitch type, move the ball to target a region of the strike zone (or just off the edges, if you want to challenge the batter's eye) and then go through a golf-like "three-click" gauge to try to get the most power and accuracy out of the throw. Whew, that was exhausting—and it was only one pitch!

What follows brings out great pitcher/batter battles, as well as the need to master fielding and location-based tosses between the bases for fielder's choice and attempted pick-off plays. On the of-



fensive side, you must coach all of the runners on where to go at any given time and maybe try stealing a base here and there for an added advantage. It's a game that reminds me of the early console-based diamond duels, but in a well-designed, handheld format. Games can be quick, but they'll hardly be effortless. If you haven't already, get your hands on *DJPB 07* so you can have a baseball fix whenever you need it. You won't be disappointed.





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# HALO

## INSIDER



The latest *Halo* news, including previews, trends, strategies, tricks, exploits and much more!

by Mark Johnson

## TOMBSTONE SNIPERS, ATTACK!

Can't get enough Tombstone to slake your thirst? It's an amazing map, but it is a strange battlefield for the sniper. There aren't as many "hidden" spots in the map from which to secretly single-shot your opponent from afar, but there are definite areas of the map where you can sow terror with the sniper rifle. So if you are the type who likes to rain death on your foes with an elegantly-placed sniper bullet, then take heed—we're going to show you some of the best areas from which to control the map, one bullet at a time.

To get your hands on this deadly weapon, jump out onto the crane in the middle of the map. Get your hustle on and be ready to fight, because you won't be the only one trying to get a piece of the sniper pie. Not to mention how exposed you'll be in the middle of the map.

A good sniper will see the Tombstone map as a game of corners. The four corners of the map are the best places to snipe from. You can take out other players as they move through the middle, trying to get to you. Different corners also let you cover different sections of the map.



Blue base lets you cover the uppermost walkways in Tombstone. You can also take down all the pesky people running around over in red base, not to mention having a clear field of fire into the bunker on the floor to your left as well as its surrounding area. You'll be very exposed here, so don't stand up top while your opponents shoot you full of holes. Drop down to the bottom of the base

and force them to close on you, using the pylons for cover. When their corpses lie at your feet, head back up and start sniping again.



You might assume that red base would let you control the map in the same way as blue base does, but you would be wrong, and dead. From red base you can easily put shots onto the floor of almost all of Tombstone. The various multi-level walkways will also be under your control. The drawback is that you'll have very little cover, and almost no escape routes should you come under heavy fire. Make sure you have a buddy watching your back if you take a position here. Scramble around the sides toward the very back corner if you get attacked and can't survive the fight. It's usually too far to go, but if your opponent is lower than you, his or her line-of-sight problems might save your bacon.



This walkway around the back corner is a great place to snipe from. It gives you a clear view of almost the entire floor of the map, allowing you to pick off your enemies as they weave in and out of all the junk on the floor. This spot also

looks directly into blue base, so you can pin people down in there. The majority of the walkways permit open-season hunting, and a little shifting from side to side will give you a direct sniper line into red base (although this isn't as open to you as the rest of the map). Should you get into trouble, simply step forward and move into the pylons on the ground for cover. You will also be very close to a shotgun spawn and a bruteshot, two very powerful weapons that can be a bane to your enemies if you need to switch to close-quarters fighting.



Opposite the walkway corner is this area on the floor with a whole mess of pylons. Good snipers can shut down the ground floor of Tombstone from here and poke their heads out to take shots into blue base. Unfortunately, you'll have problems with your line of sight when trying to take down the jerks over in red base unless they are on its leading edge. The greatest thing about this spot is that it has a ton of cover. There are so many little pylons to duck behind and weave around, it's not hard to turn the tables on an attacker.





## TOMBSTONE NOT ROUTES

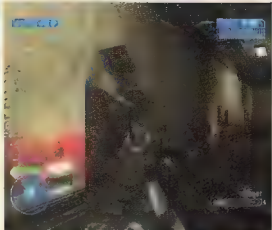
Need to get the drop on your opponent? There are a number of places in the Tombstone map where a quick jump can let you surprise your foe for the win.



This little box on the walkway in front of red base is a quick jump up into enemy territory. Use it to avoid the tedium of running the tunnels where you can be flushed out or destroyed with grenades. Remember to crouch-jump from box to base or you won't make it.



This broken catwalk lets you hop up onto the back wall in a jiffy if you need to get up there fast. Like, for example, if you were doing a little sniping. Crouch-jump onto the pylon, then quickly hop onto the ledge.



There is a crack in the wall along the back tunnels that you can run through for a nice jump up into red base. Alternatively, people finding themselves in a sticky situation up top can drop through the crack to escape into the tunnels. Drop a grenade as you go through to discourage anyone who still might be trying to kill you.



Look for a crate on the walkway just before you go in the tunnel to the control room—it can pop you up onto the area level with red base. You can use this to come at other players from a surprising angle if they are fleeing from you, or to just traverse the map quickly. It puts you right up next to the walkway leading to the sniper rifle and saves you from having to walk up the ramp and double back.



This is an awesome trick that will net you a few kills. If your opponent is moving onto this ramp to get the advantage of height on you (or to get away!), quickly crouch-jump onto the roof and step off to the side. You will suddenly appear where he or she wants to be before they even get there! They'll turn around, make a gurgle of surprise and quickly become just another number on your score sheet. Keep in mind that people often turn to the right when coming off this ramp. So if you step to the left, you will both surprise your victims and position yourself behind them; they won't even know they're dead till they respawn.

## A MAN OF MANY WORDS

Sergeant Avery Johnson is a crotchety old bastard. He's brash, surly, hates the Covies and knows just what to do in a sticky firefight. *Halo* fans love him. And Sgt. Johnson can talk almost as well as he can shoot. As one of most vocal players in the *Halo* universe, he's always got something to say. For those who haven't enjoyed *Halo 2* on all of its difficulty settings, here's a hidden treat for anyone who is a fan of Sgt. Johnson's mouthy dialogue.

Load up the Metropolis level in New Mombasa. This plops you into the game just before you trundle across the bridge in the Scorpion, laying waste to Ghosts like they were so much rice paper. Sgt. Johnson will be kind enough to show up with said tank and a few choice words for the scarey-cat David Cross marine. The trick is that he has a different speech for each difficulty level. Load up the game on Easy, Normal, Heroic and Legendary and see what the man has to say about the effectiveness of tanks, life in the core, God and love. Best quote? "If God is love, then you can call me Cupid!" We're not even sure what that means, but it's hilarious.



## WE HAVE CONTACT!

We understand that it's difficult to put down that Xbox controller and do something else with your free time, let alone read a book. We also know that *Halo* fans love anything with the word *Halo* on it. So if anything is going to make you take the literary plunge, it's a book about your favorite game. Luckily, the next book in the *Halo* series is on the way! *Halo: Contact Harvest* will be written by none other than Bungie's very own Joseph Staten. The book will detail humanity's first encounter with those evil, nasty Covenant guys, as seen through the eyes of none other than UNSC Staff Sergeant Avery Johnson himself. Pick up a copy this fall when it hits shelves and see how the whole shebang started, then play *Halo 3* to find out how it all ends!



# FINAL FANTASY

## WORLD

Vol.  
47

by Charlotte Chen

If you've ever stayed up all night—even though you had an exam to study for, a 50-page term paper to write, a starving goldfish with one fin in the sky and a hundred sundry other responsibilities (like eating or bathing) that you shirked—because you were mesmerized by the glory of a *Final Fantasy* game, this monthly column is for you!



# SQUARE ENIX®

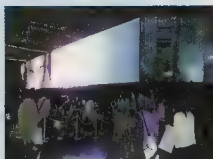
# PARTY 2007

This past May, Square Enix threw a huge, free two-day party for all its fans at the Makuhari Messe convention center in Japan. Several Western video game journalists, including yours truly, were lucky enough to attend the event. I ran around the show floor as much as humanly possible while still attending to the nine interviews I had to conduct, so bear with me if there's anything I fail to mention. I'm only one person and although I wish I could astrally project myself into every single game booth (and the Closed Mega Theater), my psychic training is still not complete.

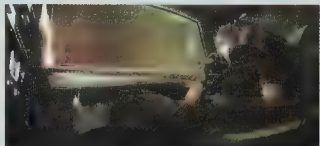


## CLOSED MEGA THEATER

This was the biggest draw of the show: a black box theater seating a couple hundred people for a 40-minute reel with new



trailer footage of the biggest titles at the show. Included were *Final Fantasy XIII*, *Final Fantasy Versus XIII*, *Crisis Core: Final Fantasy VII* and a teaser trailer that just ended with a text announcement, stating that more information about the next *Kingdom Hearts* title would be available later this year at the Tokyo Game Show. No one was allowed to film or photograph anything (although with so many intrepid Japanese fanboys/girls in the mix, someone must have gotten something), so in lieu of actual footage from inside the theater, these images were scanned from the pamphlet distributed at the event.



## SCHWAG-A-RAMA

One of the best parts of visiting Japan is getting to buy all sorts of goodies that aren't available in the U.S. Although there was a merchandise store set up in the corner that was doing brisk business, some of the best items at Square Enix Party 2007 were given to fans or press for free.

### Takeharu Ishimoto CD Case

In order to get this prize, all you had to do was play demos of *Crisis Core: Final Fantasy VII* and *It's a Wonderful World* and watch the trailers in the Closed Mega Theater. After performing each task, you received a ticket and a CD. Once you collected all three tickets and CDs, you could exchange the tickets for a CD Case.



### Final Fantasy Tactics Poster

The Ivalice Alliance was composed of four titles, two of which were already released. The *Final Fantasy XII: International Zodiac Job System*, which wins the award for the longest name in the history of video games, is a special version of the game for Japanese fans who wanted to experience the English voice-overs. On top of that, the game also offers a selection of 12 different types of license boards, making it easier to customize your characters. The other games in the IA were *Final Fantasy XII: Revenant Wings*, *Final Fantasy Tactics A2: Fuuketsu no Grimoir* and *Final Fantasy Tactics: Shishi Sengou* (the remake of the PS one game on the PSP). If you played all four games, you received four stamps, and qualified to receive the *Final Fantasy Tactics* poster pictured here.



### Square Enix Member DS Lite Case

This one was the easiest to get. All you had to do was to be a member of the press, and a Square Enix Member DS Lite Case was included in the press kit handed to you when you entered the show.





## CRAZY COSPLAYERS

There were a lot of cosplayers at the show, many of whom spent a lot of time wheeling around little suitcases (which contained their real clothes, I presumed) and hanging around the smoking area outdoors. A lot of the cosplayers were females dressed as male *Final Fantasy* characters, so many were wearing platform heels.



Cloud Strife from *Final Fantasy VII: Advent Children*



Tifa Lockhart from *Final Fantasy VII: Advent Children*



Vincent Valentine strikes a pose



One diligent fan actually made her own Cloud Strife doll!

## INTERVIEWS GALORE

During Square Enix Party 2007, I was summarily rounded up and stuck into little interview rooms along with fellow video game journalists to engage in round-robin Q&A sessions. These types of interviews are convenient for the developers, but really annoying for the press; instead of getting an actual 30-minute sit-down where the discussion could get more in-depth, everyone basically had to ask questions in order, which usually averaged out to five minutes per person.

## CRISIS CORE: FINAL FANTASY VII Interview

Right next to the Closed Mega Theater was a booth lined with kiosks of playable versions of *Crisis Core: Final Fantasy VII*, the last officially announced title in the *Compilation of Final Fantasy VII*. The demo consisted of two areas that you could rush through while the baleful eyes of hundreds of Japanese fan boys/girls who were waiting in line for the last two hours or more stared daggers at you for having access to the solo "press-only" kiosk. Part of the demo was set inside the Shinra HQ, which received a stylish makeover for its debut on the PSP. Sephiroth and Zack both made frequent use of cell phones, and at one point Zack receives a call (right before a fight with Bahamut) and quite clearly says, "Aeris!"

The controls for Zack were quite responsive, with one basic sword attack, a button for blocking and dodging, as well as a series of battle menu items in the bottom right corner of the screen that you could scroll through with the L or R buttons before launching a magic attack or using an item. Occasionally, a slot wheel with faces of the characters would show up in the upper left corner; depending on what faces lined up, Zack would perform a special attack.

During an interview with *Crisis Core* Director Hajime Tabata immediately following the press conference Square Enix had two days before the actual Square Enix Party 2007 (and therefore two days before I even got any hands-on time with the game), me and several other Western journalists were ushered into a little room and given 30 minutes to pump as much information out of him as possible.



*Crisis Core* Director Hajime Tabata

**TIPS & TRICKS:** The *Jump Festa* trailer showed a couple additional characters, Angeal and Genesis. Can you tell us a little more about those characters and what role they play in *Crisis Core*?

**Hajime Tabata:** *Crisis Core* focuses on the story of Zack and his role in the SOLDIER organization, and the characters Angeal and Genesis play a very large part in this story; that's all I'll say. Also, another one of the major characters in the game is Sephiroth before he turns evil. He's still a member of SOLDIER working along with Zack. The relationship between Sephiroth, Angeal and Genesis—and how their relationship changes towards the end of the story—is what we're going to focus on.

**ELECTRONIC GAMING MONTHLY:** Most of what we've seen in trailers has been combat or cutscenes. I was wondering how traversal occurs in the game. Will there be a field map? How about chocobos or airships?

**HT:** Well, yes, there are separate levels which Zack moves through, and battles take place in those levels. As you complete additional levels, more areas become available, so the game does preserve that sense of exploration. As for chocobos, I can't say anything yet, but they probably will appear in the game.

**PSM:** I have a more basic question. Obviously *Final Fantasy VII* was a turn-based RPG and very popular. I was wondering why they made the decision to move to an action RPG for *Crisis Core*.

**HT:** Zack is a member of SOLDIER, which is a fighting organization, so we felt that SOLDIER equated with action. When we were first developing the game, and decided that Zack would be the main character, it seemed like the best way to make the game exciting was to make it an action RPG instead of a turn-based RPG.

**T&T:** You've worked on mobile games like *Before Crisis: Final Fantasy VII* and *Final Fantasy Agito XIII*, which have robust multiplayer elements. Will there be any multiplayer in *Crisis Core*?

**HT:** *Crisis Core* is only single-player. You're right that *FF Agito XIII* will be multiplayer, although it hasn't been officially announced yet. I don't know if I was supposed to say that, but I said it.

**EGM:** Is Zack the only playable character, and is he customizable in the way that the characters in *FF VII* were, with a materia-based system?

continued



## CRISIS CORE Interview (continued)

HT: First of all, Zack is the only playable character. And just like in the original *FF VII*, there will be a materia system where you will be able to customize weapons with materia. There are four types of materia: magic, attack (which gives you new moves), summon and action.

PSM: There have been several products in the Compilation of *FF VII* that have been released. Fan reaction has been somewhat mixed. I was wondering if you had incorporated any reactions from fans or learned anything that has helped in the development of *Crisis Core*.

HT: First of all, yes, of course they're always listening to what the fans have to say about the other products in the Compilation series. But what they wanted to focus the most on this time was a game for the fans of the original *FF VII*. They wanted to make a game that the fans of the original would appreciate.

T&T: You mentioned that there will be some summon materia. Since this is an action game, how are summons going to be handled in the gameplay?

HT: Alongside the regular battle system is a background battle system called the Digital Mind Wave. Basically, a slot wheel will be running in the top left corner of the screen. When the pictures match up to certain biorhythms, it calls up certain summons depending on what summons you have. One of the reasons for including the Digital Mind Wave was because we wanted to make an exciting type of battle system that was unique to the SOLDIER organization. The main reason we did it, though, was because we know there are going to be two types of players—those who are confident with their action game abilities and those players who are more used to regular turn-based RPGs. The Digital Mind Wave system going on in the background can help those players at times when they might need it. It is not necessary to use it, but it is there to help players who might have a lower skill level in the action area.

EGM: This game was announced a very long time ago, and we didn't see anything of it for almost four years. Now that we do get to see it, it looks far more impressive than other PSP games we've seen. What were some of the greatest challenges in creating the game? Why did it take so long to create? Was it the graphics?



HT: When me, Mr. Nomura and Mr. Kitase got together and decided what to do with the compilation title in the Compilation,

we started gathering team members from the pool available in the company. For the first three years, we were not able to get the complete team we wanted and we were putting together the base of the game with a pretty small team. It wasn't until right before last year's E3 [Electronic Entertainment Expo] that we finally got the graphics people we wanted. That's why you saw such a big jump in the graphics between last year's E3 and now.

PSM: Based on what we've seen so far, the story fits very well into the story of *FF VII*. How were they able to integrate the story of Zack so well with the original game?

HT: When Mr. Nomura first suggested using Zack as the main character for *Crisis Core*, we went back and looked at Mr. Nomura's original *FF VII* scenario. It was such a good, solid story with a strong foundation that we had very little trouble building the story up around Zack. The real challenge was trying to make the story intriguing, since most of the players already know what happens to Zack at the end.



## FINAL FANTASY XIII Interview

*Final Fantasy XIII* was not playable at the show, but a new trailer shown in the Closed Mega Theater gave fans and press alike a chance to engage in some more unfounded speculation. An English narration described the female character (whose name is finally confirmed as Lightning, even though it's been visible in screenshots for months) as someone who was "chosen" by the crystal to destroy the world. There are two worlds in *Final Fantasy XIII*, Cocoon and Pulse, and it looks like Cocoon is the one that needs destroying. Pulse, from the trailers, appears to be a lush planet where colorful beasts wing through the sky without a care in the world. A new male character with blonde hair was also revealed, and after he summons Shiva, she turns into a motorcycle, and we see him ride her around on an icy path reminiscent of something Ieman from the *X-Men* comic book series might have created...well, we were left with more questions than answers. In yet another roundtable discussion (God, how I hate those), us hapless Western journalists were once again tasked with the challenge of getting some straight answers from notoriously tight-lipped Japanese developers.



Final Fantasy XIII Director Motomu Toriyama

**Tips & Tricks:** The English translation in the trailer mentions that Lightning was "chosen" to destroy the world. I was wondering if this was influenced by the Biblical story of Sodom and Gomorrah or by science fiction stories in anime like *Akira* and *Battle Angel*.

**Motomu Toriyama:** The game is not influenced by science fiction or any other products, but when we were creating the myth surrounding the crystals, we researched many different fables from all over the world. For example, Dante's *Inferno* was one of the things we referenced.

**GAME INFORMER:** Can you explain how player's use Lightning's gravity device during battle?

**MT:** Not just gravity, but time will also be an element in battle. The details will be explained later.

**ELECTRONIC GAMING MONTHLY:** A few months ago, it was reported that before an encounter occurs you have an opportunity to give your characters an advantage or disadvantage in battle. Can you explain that at all?

**MT:** Whatever information you have received from Japanese media is how much I can say about it. However, you might recall that *Final Fantasy XII* used something called a "seamless" battle system, and that previous *Final Fantasy* games did not. *Final Fantasy XIII* will not use either, since the team wants to create something totally new. One of the new elements they're focusing on is [the idea that] sometimes there's something you can do strategically before entering battle.

**PSM:** So we've gotten a little bit of detail from the trailers. Can you give any more details about the blonde man? I don't know anything about him, except I've heard he has big feet.

**MT:** Not only does he have big feet, but he has a large body. He is a big man. Compared to Lightning, everything you see in him will be the opposite. They will start to conflict, but it doesn't mean that he's an enemy.

# FINAL FANTASY XIII

ファイナルファンタジー XIII

**T&T:** During the trailer, Shiva appears and then transforms into a motorcycle. I was wondering, how will the other summons be used in new ways in Final Fantasy XIII?

**MT:** As you saw Shiva in the trailer, similarly other familiar summons from previous Final Fantasy titles will probably appear in a new form, so please look forward to it.

**GI:** Final Fantasy IX through Final Fantasy XII were more basic fantasy. Is it a conscious choice in FF XIII to put a greater emphasis on technology?

**MT:** If you recall, Final Fantasy X was influenced by an Asian theme. Spira was not that civilized. Right now, the time is changing and games are moving on to new hardware, so the team wanted to try something new and more civilized.

**EGM:** In FF XIII the crystals seem to almost be a negative force that people fight over. Is there an allegory there to oil or some other natural resources in the real world?

**MT:** Crystals in Final Fantasy XIII are not the cause of war; it's more like...by a crystal being there, something is led in a certain direction. The crystal in Pulse is different from the crystal in Cocoon. There are two crystals.



**PSM:** So far, what we've seen in the trailers is Lightning fighting alone. She's basically the only character we've seen. Why is that?

**MT:** The reason you've only seen Lightning is just because our publicity plan wants to showcase Lightning first. In reality there are party battles and characters

that travel together on the field. Because of the new next-generation hardware, the enemies will be pretty large. The numbers of enemies and the size of the enemies will be huge. Compared to previous Final Fantasy games, you will need a good party to handle them.

**T&T:** In screenshots I've seen something in the right-hand corner that says "Overclock." I was wondering if that's similar to a limit break and how you build up that meter, and what kind of actions you can perform with it.

**MT:** I mentioned earlier the control you can do over time. This "Overclock" just might be associated with it.

**GI:** With several other projects already announced for Fabula Nova Crystallis, do you think that could somehow make the flagship entry seem less significant to players?

**MT:** Compared to Compilation of FF VII or The Ivalice Alliance, this is a little bit different. Those two series of titles are both based on one original title, such as FF VII or FF XII. On the other hand, FF XIII is based on one world and the story based on crystals. Beyond that, each development team was free to

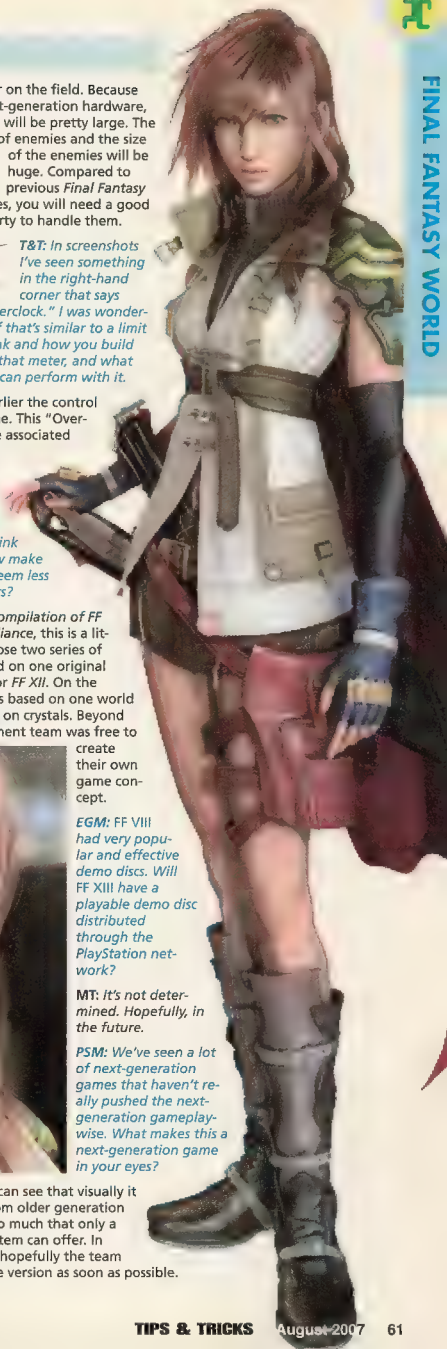
create their own game concept.

**EGM:** FF VIII had very popular and effective demo discs. Will FF XIII have a playable demo disc distributed through the PlayStation network?

**MT:** It's not determined. Hopefully, in the future.

**PSM:** We've seen a lot of next-generation games that haven't really pushed the next-generation gameplay-wise. What makes this a next-generation game in your eyes?

**MT:** Obviously, you can see that visually it is very different (from older generation titles), and there's so much that only a next-generation system can offer. In terms of gameplay, hopefully the team can make a playable version as soon as possible.





## FINAL FANTASY VERSUS XIII Interview

*Final Fantasy Versus XIII* was not playable at Square Enix Party 2007 either, but a few surprising elements were revealed in the new trailer that played in the Closed Mega Theater. For one thing, it is set in a place that closely resembles modern-day Japan. For another, the main character not only sits around bored in his throne in a lonely palace, he also sits around bored in the back seat of a sporty-looking coupe. He's able to use magic swords that appear in the air around him as weapons, but he's not averse to grabbing an enemy's machine gun and spraying bullets for a change of pace. All the directors of the titles in the *Fabula Nova Crystallis* series are given the freedom to create whatever kind of game they want, so with Tetsuya Nomura at the helm for this one, it's no wonder that it's the most original and daring of the three that have been announced so far. On the last day of the show, Nomura-san faced off against six Western journalists who were forced to endure yet another roundtable interview session. Clearly, like his protagonist, he had the advantage.



**Final Fantasy Versus XIII**  
Director Tetsuya Nomura

are on the players' side and the enemies are on the other. What I would like to ask in the story of *Versus XIII* is, does good or evil really exist? This is one of the theme points of the story.

**ELECTRONIC GAMING MONTHLY:** At the end of the trailer, we saw a segment with a mysterious figure faced off against the hero. Can you tell us anything about this character?

**TN:** I don't want to give you a very detailed explanation about this new character; I want to keep some aspects secret. This is why the character wears that white robe. I can say this is a good representation of what the enemies will be like in the game. I talked about the dualism between good and evil, between players and enemies, and I'd like to describe the enemies and players more deeply. This ambivalence between good and evil will be referred to constantly in the game. Of course, the player character will be in one of the two sides, but I would like the player to ask questions about what is "good" for or what is "evil" for in the game.

**GAME INFORMER:** Apart from the setting, is there anything else that ties *FF XIII* to the other games in the *Fabula Nova Crystallis* project? Characters, themes, mechanics?

**TN:** The point in common throughout each version of the *Fabula Nova Crystallis* series is a mythology that was created by the scenario writer. Each version in the *Fabula Nova Crystallis* series refers to that mythology. I am not going to talk about details of the mythology yet, but I can say that the base story is about a battle between gods and so on. This is the point that's in common throughout the series. Besides that, there are no particular points in common.

**Tips & Tricks:** During last year's E3, there was talk about bonding being an important theme in the game's story. Is it possible to elaborate any more on that now?

**TN:** Do you mean the setting or the story?

**PSM:** The first question I have is about the Shakespeare quote that appears at the beginning of the trailer ("There is nothing either good or bad, but thinking makes it so"). Can you give some insight as to how that relates to the story of the game?

**Tetsuya Nomura:** As an RPG, there will be battles, combat and struggle in the story and game. Of course, in this context there are good guys and bad guys. Good guys



**T&T:** The story, about bonds between people.

**TN:** I haven't created any particular changes to the story. The main themes are all the same, and I have just tried to elaborate some details in the setting and the world conception around these main themes, such as bonds between people and so on.

**PSM:** I was talking earlier to Toriyama-san who is working on *Final Fantasy XIII* and he said that within the context of *Fabula Nova Crystallis*, you have a lot of freedom. I wonder if you consider it to be a strength to be part of that same series. Is it an inspiration? How does it affect you at all?

**TN:** I enjoy the freedom greatly. In the very beginning, the directors of the three games and the producer, Mr. Kitase, held a meeting about this new *Final Fantasy*, and this is where we decided that a common mythology would drive the three games simultaneously. We also decided that each project should be free from each other in terms of inspiration, setting and game design. Kitase-san was particularly worried about me, because he was convinced that among the three directors, my project would be the most free from the other titles in the *Fabula Nova Crystallis* series. This is true, and I'm enjoying the freedom of development with *Versus XIII*.

**EGM:** What's your approach in directing *Final Fantasy Versus XIII* now that you've got three *Kingdom Hearts* games and *Final Fantasy VII: Advent Children* under your belt? You have all this experience. You say you feel free. How would you compare your approach to directing *Versus XIII* compared to the work you've done on *Kingdom Hearts*?



**TN:** My approach is quite different from what I've experienced in the past. Just mentioning *Kingdom Hearts*, for example, you can imagine the constraints of using Disney characters. This is the same thing for *Advent Children*, because I had to take into account the history built into the world of *Final Fantasy VII*. I can say with *Versus XIII* that I have a completely different approach, because the only constraint is that it carries the name *Final Fantasy*. That is actually still a big constraint. In games like *it's a Wonderful World*, I can enjoy more freely exploring new ideas and new graphic designs. With *Versus XIII*, the fact is that I have to create another *Final Fantasy*, which is a lot of pressure. But in terms of imagination, development and conception of the art and story, this experience is completely different from my past projects.

**GT:** From what we've seen so far, the character design seems toned down. Flamboyant elements like lots of buckles and zippers aren't prevalent. I was wondering how you arrived at that look and what inspiration you drew from.

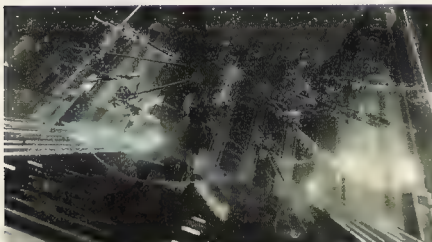
**TN:** The character design you saw in the trailer is not yet fixed; that will not be the final version. However, the look and feel of the character will be the same in the final version. As for the differences between *Versus XIII* and the past titles in terms of character design, there are three points. The first point is that this is the first time I am serving as both the director and main character designer of the game. In the past, as a main character designer I had to follow the instructions of the game director. This time I can design characters as I wish. This is a great difference. The second point is that the settings of *Versus XIII* are inspired by the present-day real world; it's quite different from the other worlds, which have been more fantasy-driven. Reality is a very important thing when designing characters in *Versus XIII*. The last point is that there will be more action elements than in the previous *Final Fantasy* series, so I put a lot of thought into designing the details of the clothes that the characters would wear in an action setting.

## FINAL FANTASY Versus XIII

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**T&T:** The trailers we've seen so far do not show any sort of HUD or menu interface. Is this just for the purposes of the trailer, or are there plans to make the game HUD-less?



**TN:** Of course, what you have seen so far doesn't really reflect what the game will be, since we are willing to put some menu interface elements in the game. What we have now is unfortunately not a direct cutscene from the PS3, but for the game itself we are willing to put more menus and interface designs on screen, just because our intention is to create a game design for *Versus XIII* that will be a little more complex than *FF XIII*. So with that kind of game system, I think we will necessarily put menu elements on the screen.

**T&T:** Does that mean when we do see a menu system it will be busier than what we've seen so far for *FF XIII*?

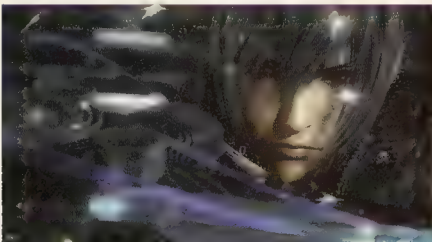
**TN:** At least in terms of game difficulty, this is just a forecast of what the game will be, but the game might be a little bit more difficult than *FF XIII*. I would like to create a difference between this game and *FF XIII*. *FF XIII* will be a command-driven game system. *Versus XIII* will be a little more action-oriented, a little like the *Kingdom Hearts* game system. In addition, what I'm thinking about now is how to integrate elements from the third-person shooter action game. My intention is to combine these elements with the base system of *Kingdom Hearts*, so the game will be a little more action-oriented than a command-driven RPG.

**T&T:** Since you have so many projects going on at once, I was wondering, what are you looking forward to once you get to go on a vacation?

**TN:** Well, at least we have Saturdays and Sundays! I guess you're not talking about that, though. It's hard to think about that. It's been several years since I've had a long vacation, so it's a little bit difficult to even think about.

**Note:** Mr. Nomura was wearing a Mickey Mouse T-shirt; he could have said "Disneyland"! [Random trivia: Tokyo Disney is one subway stop away from Makuhari Messe, the convention center where this interview took place.]

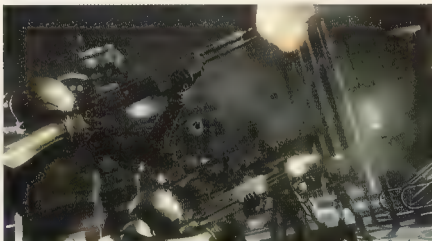
**PSM:** I get the sense that there's a competitive spirit between *FF XIII* and *Versus XIII*. Does you consider that to be a rival game, and does the competition drive you to create a better game?



**TN:** The situation within Square Enix is that different teams do not share information. We always consider our first rivals to be within the company. With *Final Fantasy XIII* and *Versus XIII*, I am involved in both games and we also share the same game engine. There's more information sharing between because of this, but I can say there is still rivalry between the two teams.

**EGM:** Are you worried about the slow start of the PS3 sales in Japan and the immense popularity of the Wii? Or do you think that when *Final Fantasy XIII* comes out, that it will be what makes the PS3 become popular? Do you feel a great responsibility to save the PS3?

**TN:** I noticed that the PSP also experienced a slow start. Yet now, hype around the PSP is growing. I believe that it will be the same for PS3. The only reason for the slow start of the PS3, in my opinion, is the long development process for each title on that platform. I believe the PS3 has a bright future. The other thing is, I don't intend to save someone or another company. My only intention is to be respectful of the bonds and ties I've made in the past throughout my career.



Check out [www.tipstricks.com](http://www.tipstricks.com) for additional interviews about *Final Fantasy XII: Revenant Wings*, *Final Fantasy Crystal Chronicles: Ring of Fates*, *Final Fantasy Crystal Chronicles: The Crystal Bearers* and *Final Fantasy Tactics A2*. Truly obsessed FF fans can also read the diary I kept during my trip to Japan.



Greetings, sports fans, and welcome to the Tips & Tricks sports section, in this monthly column, we'll be bringing you all of the freshest dirt on your favorite sports video games. We'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

## TIPS &amp; TRICKS

## SPORTS DESK

by  
Josh  
EngelVol.  
80Young Will Try to Elude the **MADDEN CURSE**

Just as the countdown to the release of the latest installment in the *Madden NFL* series becomes a major event every year, so does the speculation regarding the "Madden Curse." Going all the way back to 1999, every player who has appeared on a *Madden* cover has either been injured or endured a subpar performance the following season. Last year's cover boy, Shaun Alexander, followed his MVP campaign in 2005 with a foot injury that limited him to 10 games, 896 yards rushing and seven touchdowns. While these might be good numbers for the average running back, don't forget that in his MVP season Alexander racked up 1,880 yards and a (then) NFL record 28 TDs.

This never happened with Wheaties.



Shaun Alexander on both the cover of *NCAA Football* and *Madden*.



Still, even though it extended the reach of the *Madden* Curse, Alexander's appearance on the box guar-

anteed him trivia immortality. Despite the bad hoof, he became the first player in history to grace the cover of both *Madden* and *NCAA Football*, having had his countenance plastered on the cover of that game in 2001 after shining at the University of Alabama.

And so history will be made again with *Madden NFL 08*, as it was announced that 2006 Rookie of the Year Vince Young will be the game's cover athlete. Young was the first rookie quarterback to ever make the Pro Bowl, and he was also the first rookie QB to rush for over 500 yards in a season (552 yards). In fact, his rushing total was second on the team to running back Travis Henry's 1,211, and he tied Henry for the team lead with seven TDs.

While Vince Young fans are undoubtedly pleased (and possibly a little concerned) about his appearance on the *Madden* cover, a group of San Diego Charger fans were downright determined to make sure their star player *didn't* make the cover. San Diego supporters were delighted by the MVP performance of LaDainian "LT" Tomlinson. But while they were fine with his total of 1,815 yards rushing and 31 TDs in leading San Diego to a 14-2 record, the *Madden* cover was one honor they were delighted to pass on.



Sadly, Charger fans won't get to see LaDainian on the cover of *Madden NFL 08*.

Naturally, LT was a front runner to be named as this year's cover athlete, which apparently made one Charger fan very, very concerned. So concerned, in fact, that he launched [www.saveltfrommadden.com](http://www.saveltfrommadden.com), an online petition that is pretty self-explanatory. Whether it actually had an impact on EA's decision or not is unclear, but I like to believe (and I'm sure Oliver Stone will agree) that it did. Plans are already under way for another petition to protest LT's appearance on next year's game as well. While I couldn't confirm it, word on the street is that Miami Dolphins fans are thinking about starting their own online petition: [bringdauntebacktomadden.com](http://bringdauntebacktomadden.com).

Unless you've been hanging around with Locke, Hurley and The Others for the past few months, then you know that *Madden NFL 08* comes to (deep breath) the Xbox 360, PS3, PS2, Xbox, PC, Wii, GameCube, PSP and DS on August 14th.

## Arenas on the Cover...?

No, I'm not talking about the Magic Center or The Palace at Auburn Hill being on the cover of *NBA Live 08*. If that's what you thought, then you're fired. If you knew that I was talking about Gilbert Arenas, then sit back down, you fan slay.

NBA Sports has announced that the Washington Wizards resident magician (and professional video game team sponsor) has been selected as the cover athlete for its latest installment in the *NBA Live* franchise. Arenas is no stranger to the digital world; he's even maintained an online blog this past season on NBA.com. More importantly, he was third in the league in scoring in 2006-2007, pouring in 28.4 points per game. He also led the Wizards to the playoffs for the second straight year and established himself as a premier player in the NBA.

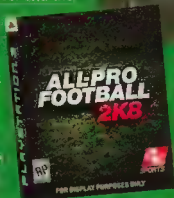
*NBA Live 08* will ship for the Xbox 360, PS3, PS2, Wii and PSP this fall.

# IT'S GONNA BE LEGENDARY

After EA Sports locked up a deal with the NFL for exclusive licensing rights, video game football fans had two choices: Play *Madden* or don't play video game NFL football. While the deal wasn't permanent, many fans felt hurt, betrayed and confused (much like I do after every performance review at *Tips & Tricks*).

So it was a glorious day for fans of 2K Sports when the company announced its brand new gridiron title, *All-Pro Football 2K8*. Once the parades were over and the conflict had been cleaned up, however, reality set in: Everyone began speculating on what that title meant. Of course, there was no way that we'd be seeing current NFL players in the game, so what was 2K up to? Would we be able to create players and build real teams from scratch? Could we import rosters from previous the NFL 2K series?

As it turns out, the answers were no and no. You can't create players or import them from other games, but you can edit team names and even move a team to a "familiar" city. In addition, there are also 240 NFL legends in the game, ranging from Johnny Unitas to Joe Montana to



APF2K8 cover athlete Jerry Rice. You'll be able to draft legends onto your team, so depending on who you draft, your experience will be different every time. The goal is to create a powerhouse team from the ground up, most likely with

a legend (or legends) as the cornerstone of your franchise. You'll then be able to match your dream team against friends offline or complete strangers online.

Another unique feature of the game is the player rating system...mostly because it doesn't really have one (at least, not

the 1-100 rating system sports game fans are used to). Instead, *All-Pro 2K8* will focus on the delegation of specific attributes. For example, a Michael Vick-type player will have excellent scrambling ability but low accuracy on his passes, while John Elway (the John Elway!) will be an amazing fourth-quarter performer, but might lack some other quality—like any speed whatsoever (hey, we did say it was the real Elway).

We still don't have much information on the game at press time, so we'll just have to all find out together what's in store for us when *All-Pro Football 2K8* comes to the Xbox 360 and PS3 in the middle of August.

## Goodbye Xs and O's, Hello Pixels and HUDs!

There's no question that anyone who has played a football video game is convinced that the "virtual" version is exactly the same as the real thing. As absurd as that sounds to the non-delusional among us, apparently it's not quite so far-fetched.

Sports technology firm XOS Technologies has signed an agreement with EA Sports to license the core technology from EA's football video games to use in training aids for collegiate and professional athletes. Using an enhanced version of the TDT Engine (which is what makes *Madden* and *NCAA Football* tick), XOS has created several tools for coaches and players to use when preparing for upcoming opponents.

The XOS PlayAction Publisher allows coaches to create three-dimensional playbooks, gameplan diagrams and testing procedures for players. The XOS PlayAction Simulator PC enables players to run

practice plays in a simulated video game environment that's much closer to reality than looking at Xs and O's. Finally, the XOS PlayAction Simulator VR utilizes motion capture to fully immerse players in a virtual reality simulation (kind of like the Governor in *Total Recall*). The Simulator VR incorporates a head-mounted display that allows the player freedom of movement, so he can run, turn his head, scan the "field" and make appropriate decisions, just as he would on the actual football field. In other words, individual players could conceivably have a full practice against a full squad of virtual players without ever stepping outside. The best part is that coaches can watch the action unfold, critique the player's performance and then re-run the exact same play the exact same way as many times as necessary.





# 1月31日 JAPAN REPORT!

by Anatole Brown

Vol. 114

## TOYS "R" US FOR GROWN-UPS

The first Toys "R" Us Select store opened up in Namba Park in Osaka this spring. Different from the familiar chain of Toys "R" Us stores, Toys "R" Us Select is geared toward grown-ups, but it's also meant to encourage "communication with your children."



like *Star Wars* figures, RC cars, die-cast models and other pricier collectibles. The main attraction is the central LEGO Store area which features a life-size Darth Vader built entirely with LEGO pieces. Several Toys "R" Us Select-exclusive LEGO sets are being sold at the store, making it a mecca for LEGO fanatics. This is the first Toys "R" Us store aimed at an adult clientele, and will serve as an experiment to see if the concept could be viable in other markets.



Entering the store, customers are greeted by smooth jazz instead of children's jingles and the whole store is designed in a chic blue, brown and white interior motif. Although there's plenty of stuff that would interest any child, most of the merchandise is aimed at Dad,

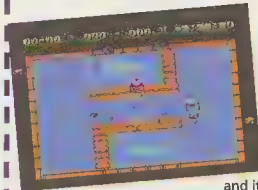


## MR. SPLASH!

Famicom (and NES) collectors suddenly need to add another game to complete their wanted list—it's called *Mr. Splash!* More than 12 years have passed since the last Famicom game was released (Hudson's *Takahashi Meijin no Boukenjima IV*—a.k.a. *Adventure Island IV*—was released in 1994), but just this past April, *Mr. Splash!* was shown for the first time at a tournament in Daikanyama in Tokyo. It was created specifically for a TV show called *TV Game Generation*, a video game program

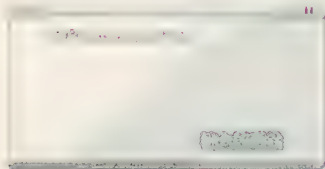


which airs regularly in Japan. Although there have been many "homebrew" Famicom games created by fans, *Mr. Splash!* comes complete with a manual and box designed in the classic Famicom cartridge style, and it was created by a



team of professional game developers who've had a hand in many Dreamcast and Xbox games. The game can be best described as a series of water polo-style games where players need to contend with various obstacles while trying to score a goal. It is not clear how many *Mr. Splash!* cartridges have been produced, but some of them have shown up as contest prizes in some game-enthusiast magazines. Famicom collectors in Japan have been agonizing over how to get a copy of *Mr. Splash!* into their hands, with many of them making desperate pleas on message boards, offering to pay any price. It's only a matter of time before one of these cartridges makes its way to an online auction site, so get ready to engage in some serious bidding!

## MOMOTAROU DENTETSU DS



Hudson celebrates the 20th anniversary of the *Momotaru Dentetsu* series with a special edition Nintendo DS Lite. The "Crystal White" color DS features the *Momotaru* logo and faces of the characters from the game. It was released on the same day that *Momotaru Dentetsu DS Tokyo & Japan* hit the stores in April. The *Momotaru Dentetsu* series has never been released in the U.S.—which is just as well, since it's a board game based on the Japanese train system. The DS version is actually two different mobile phone games combined into one package.

## NIKE TRANSFORMERS

Now you can play with your sneakers, with these new *Transformers* Nike shoes! Based on the new Nike Free 7.0 series, the *Transformers* Sports Label is a joint project between Nike and TakaraTomy to promote the new *Transformers* movie in Japan. Two *Transformers* sneakers are available: *Convoy* and *Megatron*.



Each shoe has an 11-step transformation process that changes the sneaker into a *Transformer* robot. With their hard plastic interior, these sneakers aren't exactly wearable and are only meant for display, so you don't have to worry about getting them all stinky! They are only sold as single shoes (not as a pair) for 2,500 yen each (about \$20). Not bad for a Nike shoe!

# BANDAI MUSEUM RE-OPENS



The original Bandai Museum in Chiba was shut down last August to the dismay of *Gundam* fans everywhere. Fortunately, a new, more modern Bandai Museum just re-opened in Omohyonomachi in Tochigi Prefecture. Interestingly, the new location is only a minute's walk from Omohyonomachi Station, which literally means "Toy Town" Station in Japanese. The area used to be a hub for toy manufacturers back in the '50s and '60s. The new Bandai Museum is also known as the "*Gundam* Museum" by fans and features a 1/1 scale giant *Gundam* bust at the entrance. Fans from all over Japan also come just to eat at the museum restaurant, G-Café, where all kinds of *Gundam*-themed cuisine are being served. Sometimes it gets so crowded that it can take an hour just to be seated! But it's not all *Gundam* at the Bandai Museum; there are plenty of other toys and characters from Bandai's long history on display, including Ultraman and Kamen Rider. A special Thomas Edison exhibit gives the older crowd a quieter area in which to spend some time while their kids dash around in toy heaven. The old Bandai Museum was part of a department store, but this new one is housed in its own building and is sure to become a hot attraction for tourists.



## ENTER THE DRAGON

by Charlotte Chen

During a break from my duties covering the week-long Square Enix Party 2007 extravaganza, Tecmo swooped in like...well, jas, and inserted their own press conference to entertain the Western journalists who had suddenly descended upon Japan en masse. Prior to the Tecmo press conference, I was able to meet with notorious game creator Tomonobu Itagaki at the Team Ninja offices in Ichigaya for a hands-on demonstration and an one-on-one interview about his upcoming Nintendo DS title, *Ninja Gaiden: Dragon Sword*.

### Ninja Gaiden: Dragon Sword Hands-On

The last time I played *Ninja Gaiden* was on the Xbox, where the incredible difficulty of the very first boss (Murai) made



me completely demoralized about trying to finish the rest of the game. Now I was in the Team Ninja offices, looking around at all the

awards they'd won, sitting across from a chain-smoking, sunglasses-wearing Tomonobu Itagaki, who was gesturing to the Nintendo DS that was running his latest game. Praying that I wouldn't die on the first level, I picked up the stylus and started to play.

All of the actions in the game are controlled by the stylus. Ryu is very responsive to the touch-screen input, including tapping, double-tapping and slashing



horizontally or vertically. Since the DS is positioned vertically while you play, blocking is handled by pushing down on the D-pad. (Left-handers can use the face buttons.)

If you want to perform a Ninpo attack, all you have to do is touch an icon on the screen, then trace a Sanskrit character that appears. The only Ninpo attack avail-



able on the demo was one that called up a ball of fire, but once it appeared, you could grab it with the stylus and knock it into enemies. It was also the solution to an easy puzzle where you have to light a torch that's out of reach.

Right at the end of the demo level, a huge monster appeared. After being informed that the weak spot was its head, I moved Ryu to slash it and promptly got snatched up in its jaws. By quickly moving the stylus back and forth across Ryu, he was able to wriggle out of its grasp. After defeating the boss, the demo ended.



The game played very smoothly and was actually much easier than I was anticipating. Perhaps this was the start of a kinder, gentler Team Ninja. *Ninja Gaiden: Dragon Sword* will ship in Japan sometime in 2007, then hopefully soon



afterward in the U.S., so you'll be able to decide for yourself. Meanwhile, I tried to get as much information as I could during the interview that followed.





## Tomonobu Itagaki Interview

**T&T:** In *Ninja Gaiden Sigma*, there are three extra chapters where you play as Rachel. Since this is a sequel to the *Ninja Gaiden* games released on the Xbox and the PS3, will Rachel be a playable character in *Ninja Gaiden: Dragon Sword*? Also, will there be any of the new *Ninja Gaiden Sigma* weapons as well, like the double katana?

**Tomonobu Itagaki:** The story of *Ninja Gaiden: Dragon Sword* takes place after *Ninja Gaiden 1* [in reference to *Ninja Gaiden*, *Ninja Gaiden Black* and *Ninja Gaiden Sigma*], so it details a new story that takes place later. There is also a new female *ninja* character who takes the place of Rachel. And no, she is not Kasumi from the *Dead or Alive* series.



As far as weapons go, since this is a portable game and it has a different style based on the stylus, and the title of the game is *Ninja Gaiden: Dragon Sword*, we decided to focus on the *Dragon Sword* weapon. We felt that was enough to make the game compelling.

**T&T:** Team Ninja is known for pushing the limits of the technology on the hardware it uses. Considering the limitations in terms of memory, was there anything you had to cut out because it wasn't possible on the Nintendo DS?

**TI:** Obviously, when you are working on a standalone home system like the Xbox 360, you would create a game for that hardware in one way. When you're dealing with a handheld system like the DS, you'd do it for that hardware. It's more an issue of what kind of game we want to design, rather than the memory capacity. Memory limitations aren't really the issue. I will say that the DS cartridge for this game is going to be the highest capacity one available.

**T&T:** The highest capacity of all the DS games currently released?

**TI:** There's a possibility there's one higher that has not been released yet.

**T&T:** During the testing phase, did anything unexpected happen? For example, when the Wii came out, people were accidentally breaking their wrist straps and possibly their TVs in the process. Did anyone break anything?

**TI:** It would be hard for something like that to happen with a little plastic stylus.

**T&T:** I was thinking more along the lines of someone breaking the stylus.

**TI:** [ Picks up a pen lying on the coffee table. ] People like that can play the game with something like this.

**T&T:** In regards to the difficulty level—how are you planning to satisfy the hardcore *Ninja Gaiden* fans as well as the Nintendo DS audience, which is composed of a large number of less-hardcore gamers?

**TI:** There's no reason why the handheld game has to be at the same difficulty level as a console game, because they're two totally different concepts. The rest of the process is going in and tweaking it as necessary. We do want the game to be approachable for a wide audience. The reason why you felt that the demo build was too easy was not because the enemies were too weak, but because the character responds so quickly to all of your inputs. Because of the properties of the DS, you are able to input directly using the screen, which is much faster than using a controller attached to a console.



**T&T:** Can you elaborate any more on the game story?

**TI:** First of all, it's a story that I think people who have played *Ninja Gaiden 1* in any of its iterations will be able to enjoy, because they are connected in some ways. I don't like to do the same thing over and over again. [I bite my tongue before asking why he made three versions of *Ninja Gaiden 1*, if that was the case.] This will be a unique story that will have elements from the first game. It will be used to bridge the gap between *Ninja Gaiden 1* and *Ninja Gaiden 2*.

**T&T:** Some of the other developers I've spoken to like to go out into the field and experience the actions depicted in their games. For example, Hideo Kojima said that he and his team received training in close-quarters combat when they were working on *Metal Gear Solid 3: Snake Eater*. Has Team Ninja ever done something like that?

**TI:** Yeah, because what makes things interesting is having them being grounded in reality, so we certainly have a frame of reference when we're creating something. That being said, I can't exactly go out and start slashing at people with a Japanese sword...although I am proficient in kendo, the Japanese sport of fencing using bamboo swords.

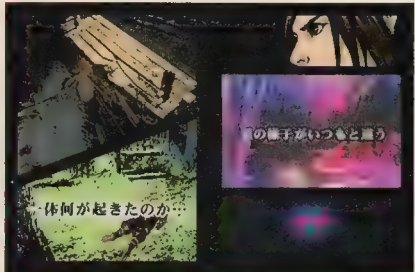
**T&T:** I'm not too familiar with kendo. Does it use a belt system or ranking system? What level are you at?

**TI:** No, it's not quite that serious. Japanese kids do it during P.E. class. But I do know how to hit somebody with a sword to make them hurt the most. [I make a mental note of the swords in the background. Never piss off Tomonobu Itagaki.]



**T&T:** The art style in *Ninja Gaiden Dragon Sword* is very different from the previous ones. It looks almost like a comic book. Do you have plans to make one?

**Ti:** Yeah, we do have a different flavor in the cutscenes this time around, but that doesn't mean we're going to run out and make comic books ourselves. It's my job to make video games. I'll let the people who make the movies and make the comic books do what they want to do.



**T&T:** Does that mean you're not interested in making a movie based on this title?

**Ti:** If it was someone I trusted. I think it would be really hard to portray the world of the ninja in a Hollywood movie, though.

**T&T:** As a developer with a lot of success, what's the most important advice you can give to a young person interested in starting a career as a game creator?

**Ti:** Right now, it is possible to create a development environment on a personal computer, so one person or a small group of people can make a game by themselves. I'd recommend giving that a try, then showing it to your friends and family, brothers and sisters and have them play. It wouldn't be very smart to put it out on the internet right away. You have to look at someone's face while they're playing a game to see if they're really enjoying it. Chances are, your friends and family, if they're honest with you, will say, "This game is not very fun," then you can repeat the process again and again until you start getting good at it. For example, if you made a game and asked your father to come play it, and his response was, "Ah, I don't feel like going to your room just to play this game," that's probably not a good sign. That's why I don't think it's a good idea to distribute a game on the Internet. They're so easy to access, there's no way to tell what people really think.

# THE LAST REMNANT™

by Charlotte Chen

Most of the titles shown during Square Enix Party 2007 were *Final Fantasy*-related (see *Final Fantasy World* for more information), but there was also a strong showing of non-*Final Fantasy* games. The biggest announcement was *The Last Remnant*, a brand-new RPG which is going to launch simultaneously in Japan and the U.S. on both the Xbox 360 and PS3.

If you haven't been obsessively following news regarding *The Last Remnant*, you're part of the small minority of Square Enix fans who have not yet heard of the company's ambitious new RPG. During an interview with the team, they were quick to point out the game has absolutely NOTHING (the capital letters were theirs) to do with *Final Fantasy*. This is their own game, and the niche they're carving out for themselves is a new type of RPG that involves controlling multiple groups (unions) on a battlefield and wielding enormous, city-spanning weapons of various shapes (a sword, a dragon, a cyclops). Called Remnants, the weapons reminded me of a combination of summon monsters and *Pokemon* (blasphemy, I know.) The translator even clarified to us that some information in the June 2007 issue of *Game Informer* contained some inaccuracies. For example, Rush is the only playable character; you cannot play as someone called Conqueror.







Standing, Kai Gushima, Hiroshi Takai and Nobuyuki Ueda. Seated, Yusuke Naora and Kimihiko Miyamae.

**TIPS & TRICKS:** During the press conference trailer, we see Rushibe come fascinated by a small patch of flowers in a forest. Do these flowers carry significance in the story or to the character?  
**A:** It is in connection to the story. We can't reveal anything at this point, but you will see its connection when you play the game.

**GamePro:** In the demo shown at the press conference, there were a few settings that Rush was in, like the aqueduct, where there were smaller-scale enemies. Will there be smaller-scale battles or will it be strictly large-scale battles like the ones that were shown?

**A:** The monsters in the aqueduct are small because of the size limitations. There can't be skyscraper-sized monsters in an aqueduct.

**GP:** I mean, will you fight in areas like that with one enemy at a time rather than in large battles?

**A:** Because it's just a symbol, when you touch the enemy visible on the screen, you will trigger a battle. You won't know how many monsters you are fighting against until you enter the battle.

**PSM/Official Xbox Magazine:** This is an ambitious project as the first international project for Square Enix. I was wondering what that means to development and how you're planning on making the game appeal to a global audience.

**A:** The most difficult part is simultaneous localization of text and sound. We have some specialized localization tools. This is very challenging for us. It's really rare for Square Enix to allocate resources like this to a new product, when it's not a *Final Fantasy* or *Dragon Quest*, so you might be able to call this a superstar. Square Enix development team. As for aiming for a global market, I have been going to Comic-Con in Los Angeles and other areas, and am also interested in European markets. Pretty much everyone on the development team has their own source for getting to know the U.S. and European market.

Some of us game press types were ushered into a little cubicle to interview the team and find out just how they planned to pull it off. The interviewees: Hiroshi Takai (Director), Yusuke Naora (Art Producer), Nobuyuki Ueda (Producer) and Kimihiko Miyamae (Chief Artist).

**T&T:** During the trailer yesterday, there was a moment when a group of Qisti [reptilian creatures who look like rabbits] performed a group attack called "In Sync." Is that something only possible if every character is the same in some way? What is the criteria to do a sync attack?

**A:** It doesn't necessarily require the same race. It can be various races performing the same kind of attack.

**GP:** You said before that there was a Remnant being used in the battle demo. Will the ones shown in this [demo of in-game gties], the large sword and dragon, also be used in battle and so will they be used on both sides?

**A:** It's a secret.

**PSM/OXM:** In the demo there was a point where there is a main battlefield. Is that a place where you can go to engage in large-scale battles only during the story, or can you go there anytime you want?

**A:** There are massive battles that have connection to the story itself. There are also events where you can go in and start battles at will.

**T&T:** It looks like there are multiple groups of people you can control. Are you controlling all these groups, how do you switch between them and what do the groups do when you're not actively controlling them?

**A:** There is a group of soldiers called a union that consists of several soldiers. There are several unions in the field that you command at your own will.

**GP:** Will there be different conditions for victory in these battles or will it always be just "defeat the enemy"?

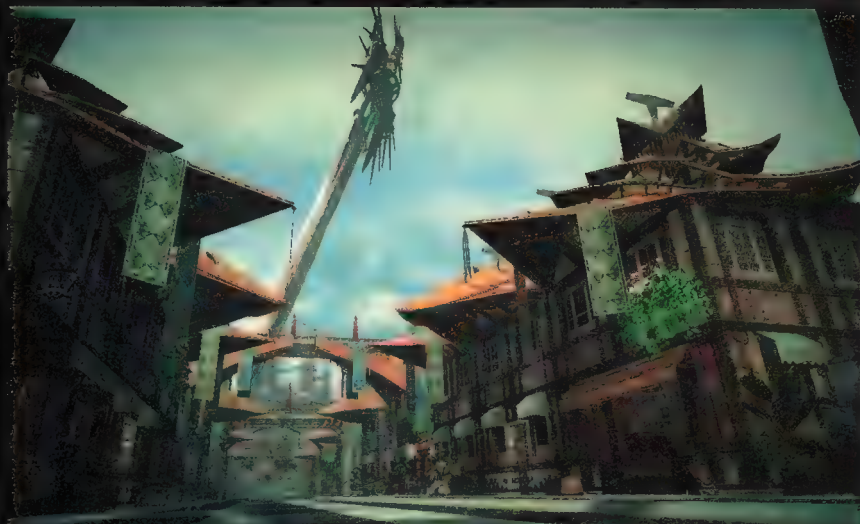
**A:** There will be different kinds of winning conditions.

**PSM/OXM:** There are different races and the two sides look very different. Can you explain why these groups are fighting?

**A:** One major difference is that one of the enemy races doesn't have a developed civilization, so they cannot communicate as well as the other ones. One interesting race is the rare four-armed Sylvan, who have been around for many years. With four arms, they have an obvious advantage in battle. They are very prideful. Even though they serve other races, they look down on other races. I think their motions will be something you've never seen in other games. Except for Goro in *Mortal Kombat*. [Laughter]

**T&T:** Will the game be a cross-platform multiplayer game because it's coming out on the PS3 and the Xbox 360?





**A:** We are just beginning to implement online features, so there are no definite plans yet.

**PSM/OXM:** When the battle starts and you set your strategy with the text-based menu, do you fight for awhile until the text comes back up, or can you choose when to go back and change your strategy?

**A:** After you finish, the command menu comes back up and you re-issue a command.

**GP:** What effect does the morale have in battle? What else can affect it aside from calling reinforcements and correctly-timed button presses?

**A:** Morale is not just affected by the tide of the battle; it's controlled individually for characters. The way the morale shifts from one side to the other is very complicated.

**PSM/OXM:** What effect does high or low morale have on your characters?

**A:** At this point, we don't have a direct answer for what happens. But if you're fighting a monster while you have low morale, it will be hard to kill it even if you killed it easily before.

**GP:** Many of Square Enix's new IPs have at least referenced Final Fantasy, like The Bouncer. Do you know if there will be anything like that in The Last Remnant?

**A:** NOTHING. That is something our team really wants to stress. We don't want to be seen as a Final Fantasy spin-off. Have you seen the online articles about this game? It doesn't have anything to do with Final Fantasy XII. Also, he [Nobuyuki Ueda] is not particularly connected to The Bouncer. He's worked on a lot of titles. I think a private blog called him The Bouncer producer, but there was a different producer/director for The Bouncer.

**PSM/OXM:** When Rush surrounded the Cyclops, was that a non-interactive animation?

**A:** It is not a movie, it is real-time. The battle goes on during his rise.

**PSM/OXM:** In terms of gameplay, when you summon a Remnant, how does that work in battle?

**A:** When you summon a Remnant it is up to the player. As you can guess, you can't summon it every minute.

**T&T:** With Rush as a character who becomes stronger and

stronger as the game progresses, can you modify him into a powerful warrior or a mage? What's the system being used to customize him?

**A:** At this point, all we can say is that there are character levels. The strength of the character is more weapon-dependent.

**PSM/OXM:** This is the first game that Square Enix is making that uses the Unreal engine. How does that affect development and what's it like to work with?

**A:** That's something we'd really like to answer. This is the first time we've really used middleware. Until now, we've created our own customized engine. For this game, it's a totally different approach. We learned to adapt to new technology and ways of development. It was really exciting for us to use this Unreal engine technology. That doesn't mean that it will be the same as that game. Another thing that was a big challenge was displaying as many characters on the screen at once. This is something no other publisher has succeeded in doing. The team worked on this very hard since the beginning...and it wasn't just programming; it included artists, planners and level designers.

**T&T:** How many characters can you have on the screen at one time?

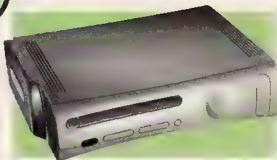
**A:** In the real-time battle, there should be up to 70 characters, all having different motions. All 70 characters will have different textures and body shapes. It's not like one character will mimic another character in the same union. You will see unique, individual movement in battle. For the opening scene, the designer put so many characters in one screen, but that's over-ambitious. Because of that, the framerate wasn't too great, but it will improve. As for the townspeople, he hasn't counted it, but he can say it's numerous.

**GP:** Beyond the first multiplatform simultaneous release, do you have plans for exclusive content for the different systems, or will you try to play to the different system's strengths?

**A:** Yes, of course we will have specific things. We would like to say, but can't say what.

Watch for Charlotte's interviews with the creators of Subarashiki Kono Sekai ("It's a Wonderful World") for the Nintendo DS and Dragon Quest Monsters Joker in the next installment of Japan Report!





# Xbox 360 tips

## AMPED 3

### Cheat Codes

Choose "Options" from the main menu, then select "Cheat Codes" and enter the following codes: Unlock all mountains—X, Y, Up, Left, LB, LB, RT, X, Y, LT

Unlock all sleds—RT, X, LT, Down, Right, LB, LT, RT, Y, X

Unlock all tricks—LB, RT, Y, Up, Down, X, LT, Left, RB, RT

Unlock all challenges—Right, LB, LT, X, Left, RB, RT, Y, LT, X

Unlock all zones on available mountains—Down, X, Right, LB, Right, RB, X, RT, LT, Y

Unlock all build objects—LT, RT, Up, Up, RB, Left, Right, X, Y, LB

Unlock all music—Up, Left, RT, RB, RT, Up, Down, Left, Y, LT

Unlock all clothing, gear, costumes and awesome items—Y, Down, Up, Left, Right, LB, Right, RT, RB

Unlock all awesomeness ranks—RB, RB, Down, Left, Up, RT, X, RB, X

Awesomeness always on—Up, RT, X, Y, LB, X, Down, LB, RT, RB

Low gravity—RT, Down, Down, Up, X, LB, Y, RT, Y, Down

No computer-controlled boarders/skiers—X, X, LB, Down, Right, Right, Up, Y, Y, LT

Super spins—X, X, X, X, Y, Y, X

Mystery Code #56 (see page 98)—Up, Up, Down, Down, Left, Right, Left, Right, X, Y



## CALL OF DUTY 3

### Unlock All Chapters

Choose "Chapter Select" from the main menu, then hold BACK and press Right, Right, Left, Left, X, X. All Chapters will now be unlocked.

### CARS

#### Cheat Codes

Select "Options" from the main menu, then choose "Cheat Codes" and enter any of the following codes:

IMSPED—Faster acceleration

VROOOM—Unlimited Boost meter

YAYCARS—Unlock all cars

R4MONE—Unlock all paint schemes for all unlockable vehicles

MATTL68—Unlock all Arcade games

IF000HP—Unlock all Bonus Content and all Arcade games

C0N3P3T—Unlock all character and environment art

WATCHIT—Unlock all movie clips and deleted scenes

## CONDEMNED: CRIMINAL ORIGINS

### Unlock All Levels

Create a new Gamer Profile with the name ShovelFigher on your Xbox 360. Sign in to this profile and choose "Load Chapter" from the main menu and you'll be able to select any level.

## DEF JAM: ICON

### Unlock Fast Joe

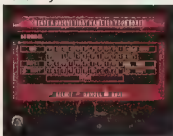
At the title screen, wait until the words "Press Start" appear at the bottom of the screen, then press B, Up, Right, Left, Y.

## FIGHT NIGHT: ROUND 3

### Unlock All Venues in Free Play Mode

#### Secret "Create Champ"

Select "Create Champ" at the main menu; then, under the "First Name" tab in the "Create Champ Info" section, enter NEWVIEW as your character's first name.



## FULL AUTO

### Unlock All Vehicles, Tracks and Weapons

From the Xbox 360 Dashboard, create a new Gamertag named "magician". Start up Full Auto while signed in to this Gamertag and all tracks, vehicles and weapons will be unlocked in all game modes.

## THE GODFATHER: THE GAME

### Cheat Codes

At any time during gameplay, press START to pause the game and enter any of the following codes at the pause menu:

Refill health—Left, X, Right, Y, Right, Left Thumbstick

Refill ammunition—Y, Left, Y, Right, X, Right Thumbstick

Unlock All Movies in the Film Archive

At the save menu, where the "Join the Family" and "Enter the Tailor Shop" options appear, press Y, X, Y, X, Left Thumbstick. You'll hear a sound to confirm that the movies have been unlocked.

## GUITAR HERO II

### Cheat Codes

Enter any of the following codes on the Guitar Hero controller at the main menu to activate the desired cheat. A confirmation message will appear each time you enter a code correctly. For some of the codes, you can repeat the code to disable the effects.

"Unlock All" (Unlock all unlockable items)—Blue, Yellow, Orange, Red, Yellow, Orange, Blue, Yellow, Blue, Yellow, Blue, Yellow, Blue, Yellow, Yellow, Yellow, Yellow

"Air Guitar" (guitar turns invisible)—Yellow, Blue, Yellow, Orange, Yellow, Blue

"Hyper Speed" (increases track speed)—Blue, Orange, Yellow, Orange, Blue, Orange, Yellow, Yellow

"Monkey Head Crowd" (crowd has monkey heads)—Orange, Yellow, Blue, Blue, Yellow, Orange, Blue, Blue

"Eyeball Head Crowd" (crowd has eyeball heads)—Yellow, Orange, Blue, Blue, Blue, Orange, Yellow

"Performance Mode"—Blue, Blue, Yellow, Blue, Blue, Orange, Blue, Blue



## LOST PLANET: EXTREME CONDITION

### Cheat Codes

At any time during gameplay in a Campaign game, pause the game and enter the following codes. (Note: These codes only work at the Easy difficulty setting, and only after you have started Mission 1.)

Infinite health—Down, Down, Down, Up, Y, Up, Y, Up, Y, Up, Up, Down, X, Down, X, Down, X, Left, Y, Right, X, Left, Y, Right, X, RB + LB

Infinite ammunition—RT, RB, Y, X, Right, Down, Left, LB, LT, RT, RB, Y, X, Right, Down, Left, LB, LT, RT, LB, RB, Y, Left, Down, X, RB + LB

Earn 500 Thermal Energy—Up, Up, Down, Down, Left, Right, Left, Right, X, Y, RB + LB

Control Camera During Cutscenes

During any cutscene, press B, A, X, Y, B, A, X, Y, B, A, X, Y. You won't get any confirmation that the code is in place, but you will be able to use the left analog stick to move the camera around.

## MAJOR LEAGUE BASEBALL 2K6

### Cheat Passwords

Choose "My 2K6" from the main menu, then select "Enter Cheat Code" and enter any of the following case-sensitive passwords:

Last Chance—Fielders can scale any wall

Crazy Hops—Balls spring off the ground higher than normal

Gotcha—Enhanced throwing power for fielders

Unhittable—Pitchers curve and break in a dramatic fashion

Lookin Good—Unlock all classic jerseys

Home Sweet Home—Unlock all classic stadiums

Ghosts of Greatness—Unlock all classic teams

Dream Team—Unlock Topps 2K Sports team

Game On—Unlock all extras

Black Sox—Unlock all cheats

Derek Jeter—Unlock everything

## MAJOR LEAGUE BASEBALL 2K7

### Cheat Passwords

Select "My 2K7" from the main menu, then choose "Enter Cheat Code" and enter any of the following case-sensitive passwords:

## BATTLEFIELD 2: MODERN COMBAT

### Earn All Weapons

At any time during gameplay, hold LB + RB and press Right, Right, Down, Up, Left, Left.

## BLAZING ANGELS: SQUADRONS OF WWII

### Main Menu Cheat

At the main menu, hold LT + RT and press X, LB, RB, Y, Y, RB, LB, X to unlock all Campaign missions, all Standalone Mode stages and planes, all Medals and all planes in the Hangar.

### Pause Menu Cheats

At any time during gameplay, pause the game and enter any of the following codes:

God mode—Hold LT and press X, Y, Y, X, release LT, then hold RT and press Y, X, Y

Increase damage—Hold LT and press LB, RB, release LT, then hold RT and press RB, RB, LB

## CALL OF DUTY 2

### Unlock All Levels

Choose the "Mission Select" option from the main menu. At the "Select Next Mission" screen, hold LB + RB and press Left, Left, Right, Right, Y, Y.









# Wii tips

**NOTE:** When entering codes with the Wii Remote, be sure that the controller is oriented in the direction recommended by the game in question. For example, pressing Up on the D-pad when the Wii Remote is vertical is not the same as pressing Up when it's horizontal, because the D-pad is rotated along with the controller.

## AVATAR: THE LAST AIRBENDER

### Cheat Codes

Choose "Extras" from the main menu, then select "Code Entry" and enter any of the following codes:

9 4 6 7 7—Unlimited health

2 4 4 6 3—Unlimited Chi

2 3 6 3 7—Unlimited Copper

3 4 7 4 3—Double damage

5 3 4 6 7—Neverending stealth

5 4 6 4 1—1-hit dishonor

7 8 3 1—Unlock the Character Concept Art Gallery

3 7 4 3 7—Unlock all Treasure Maps



## BARNYARD

### Cheat Codes

Hold C+Z on the Nunchuk at the main menu and enter the following codes using the D-pad of the Wii Remote:

Unlock all Bonus Items—Up, Right, Down, Left, Left, Down, Right, Up

Unlock all Antics—Up, Left, Down, Right, Right, Down, Left, Up

### More Cheat Codes

At any time during gameplay, hold C+Z on the Nunchuk and enter the following codes using the D-pad of the Wii Remote:

Earn 9,999 Gopher Bucks—Down, Down, Left, Left, Left, Left, Up

Earn all Knapsack and Flower Pack items—Down, Down, Up, Right, Left, Left, Right, Up

## CALL OF DUTY 3

### Unlock All Chapters

Choose "Chapter Select" from the main menu, then hold + and press Right, Right, Left, Left, 2, 2. All Chapters will now be unlocked.

## CARS

### Cheat Codes

Select "Options" from the main menu, then choose "Cheat Codes" and enter the following codes:

I M S P E E D—Faster acceleration

V R O O O M—Unlimited Boost meter

Y A Y C A R S—Unlock all cars

R 4 M O N E—Unlock all paint schemes for all unlocked vehicles

M A T T L E 6—Unlock all Arcade games

I F 9 0 0 H P—Unlock all Bonus Content and All Arcade games

T R G E X C—Unlock Mater's Countdown Clean-Up Mini-game and Mater's Speedy Circuit Road Race

C O N C 3 P T—Unlock all character and environment art

W A T C H I T—Unlock all movie clips and deleted scenes



## CHEW MAN FU (Virtual Console)

### Level Select

Select "Password" from the main menu and enter the password 677261, then select "1 Player" or "2 Players." When the Area and Round number screen

is displayed, press Up or Down on the D-pad to choose any starting stage. Note: The flag that Master Monk is holding shows the level number. There are 50 rounds in each of the ten levels, for a total of 500 rounds.

### Special Games

At the main menu, hold — and 2 and press diagonally Up/Left on the D-pad; you'll hear a chime to confirm. (On the Classic Controller, hold SELECT + A and press Up/Left; on the GameCube controller, hold Z + A and press Up/Left.) When the game starts, all of the spheres will be gold and will not change to their real colors until you place them on the correct colored panels.

## DONKEY KONG COUNTRY (Virtual Console)

### Start With 50 Lives

At the "Select a Game" menu, highlight "Erase Game" and press B, A, R, R, A, L. You'll hear a chime to confirm the code, and you'll start the game with 50 lives in reserve.

### Music Test

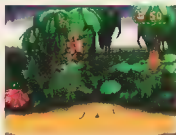
At the "Select a Game" menu, highlight "Erase Game" and press Down, A, R, B, Y, Down, A, Y. You'll hear a chime to confirm the code, now you can press the SELECT button to cycle through the different songs in the game.

### Two-Player Competition

At the "Select a Game" menu, highlight "Erase Game" and press B, A, Down, B, Up, Down, Down, Y. You'll hear a chime to confirm the code. Start a game in Two Player Team mode, and you'll find that you can steal the character control from your partner at any time by pressing SELECT.

### Practice Bonus Rounds

At any time during the intro sequence with Cranky and Donkey Kong, press Down, Y, Down, Down, Y. You'll be transported to a secret cave where you can practice playing any of the bonus rounds by collecting the corresponding animal statues. Note: This code may not work when you first power-up the game; you may have to enter the game's first level, then press the Home button and select "Reset" to return to the intro sequence before it will register.



## DONKEY KONG COUNTRY 2

### DIDDY'S KONG QUEST (Virtual Console)

### Music Test

At the "Select Game" menu, choose an empty save slot as if you were about to start a new game; then, when the player select menu comes up, highlight "Two Player Contest" and press Down very quickly five times. The Music Test will appear. Press Right to advance to the next tune, or press Left to go back through the list of names.

### Cheat Mode

Access the Music Test as described above, then press Down very quickly five more times. A top-secret Cheat Mode option will appear. With this option highlighted, you can enter the following cheat codes (you'll hear a tone and a monkey noise each time you enter a code correctly):

Start with 50 lives—Y, A, SELECT, A, Down, Left, A, Down

Start every stage with both Diddy and Dixie, remove all "DK" barrels from the game—B, A, Right, Right, A, Left, A, X

## 75 Kremloins

Enter the game's first stage, "Pirate Panic"—it doesn't matter if you do this in a new game or a saved game. Walk to the right until you see the entrance to K. Roof's cabin. Watch out for the two bananas on the ground right in front of the door; you must avoid these two bananas throughout the entire sequence or else the trick will not work. Walk inside the cabin, but do NOT touch the red 1-Up balloon; just walk out immediately. Back outside, you must carefully jump over the two bananas without touching them. Now go to the right and grab the first bunch of bananas you see on top of a set of barrels. Next, get back into the cabin without touching the two bananas in front of the door. This time, grab the red balloon and exit. Finally, go back to the barrels again and grab that same bunch of bananas, returning to the cabin without touching the two bananas in front of the door. When you enter, you'll find a spinning coin that gives you incredible 75 Kremloins. Now you can access the Lost World through Klubba's Kiosks on any part of the island.

## ECCO THE DOLPHIN (Virtual Console)

### Super Cheat Menu

Start the game and move Ecco left and right. Press START to pause while Ecco is turning—you have to catch him while he's facing you. Next, enter the following code on the particular controller you're using:

Wii Remote—Right, 1, 2, 1, 2, Down, 2, Up  
Classic Controller—Right, B, A, B, A, Down, A, Up  
GameCube Controller—Right, A, X, X, A, Down, X, Up

A cheat menu will appear, offering such options as stage select, sound test, message test, invincibility and more.

## GRADIUS III (Virtual Console)

### 30 Extra Ships

At the title screen, hold Left on the D-pad and press A, A, A, START.

### Full Power-Up

Press START to pause, then press Up, Up, Down, Down, L, R, L, R, B, A and START to unpaue. Note: You can only enter this code once in each level.

### Extra Credits

At the title screen, press the X button repeatedly, as quickly as you can. You should see the number of credits start to increase. Press START before the title screen fades; if the demo starts, you'll lose the credits and will have to repeat the trick.

### Arcade Mode

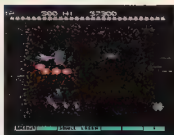
At the Option screen, highlight "Game Level" and repeatedly press A until you see the game level change to "ARCADE." Note: You must press the button very quickly.

### Random Weapon Select

At the Weapon Select screen, press Right on the D-pad to enter Edit Mode. Now press X, Y, X, X, Y, Y, X, Y to have your weapons chosen at random.

### Crazy Demo

At the title screen, press A and continue to hold it down until the gameplay demo appears. Instead of the normal demo, you'll see a crazy display of skill as the computer-controlled ship tears through the entire first level at Arcade difficulty.



## THE GRIM ADVENTURES OF BILLY &amp; MANDY

View Concept Art Sketch

At the main menu, hold 1 and press Up, Up, Down, Down, Left, Right, Left, Right, then release 1.

## THE LEGEND OF THE MYSTICAL NINJA

Passwords

Choose "Continue" from the main menu, then select "From Logbook Entry" and enter any of the following passwords to start at different levels:

Level 2—A L 1 x 1      Level 6—x 8 T Δ > Δ  
 Level 3—j p 7 N ?      Level 7—k ~ R d R  
 Level 4—2 Y 7 7      Level 8—W d 3 x  
 Level 5—\$ w h : !      Level 9—H ~ W N X N

## MARVEL: ULTIMATE ALLIANCE

Cheat Codes

Select "Review" from the main menu and enter any of the following codes:

Unlock all Cinematics—Up, Left, Up, Right, Right, Up, Up, +

Unlock all Concept Art—Down, Down, Down, Right, Right, Left, Down, +

Unlock all Comics—Left, Right, Right, Left, Up, Right, +

Unlock all Load Screens—Up Down, Right, Left, Up, Down, +

Unlock All Comic Missions

Access the terminal inside Stark Towers that controls the comic missions and press Up, Right, Left, Down, Up, Right, Left, Down, +.

More Cheat Codes

At any time during gameplay, pause the game and choose "Hero Details," then enter any of the following codes:

Earn 100,000 coins—Up, Up, Up, Left, Right, Left, +

All characters become level 99—Up, Left, Up, Left, Down, Right, Right, Right, +

Character Cheat Codes

Locate a S.H.I.E.L.D. access point and choose the "Change Team" option, then enter any of the following codes:

Unlock all characters—Up, Up, Down, Down, Left, Left, Left, +

Unlock all outfits—Up, Down, Left, Right, Left, Right, +

Unlock all powers—Left, Right, Up, Down, Up, Down, +

Unlock Daredevil—Left, Left, Right, Right, Up, Down, Up, +

Unlock Silver Surfer—Down, Left, Left, Up, Right, Up, Down, Left, +

Even More Cheat Codes

Enter any of the following codes at any time during gameplay to trigger the desired cheat:

One-hit kills—Left, Right, Down, Down, Right, Left, +

Invincibility—Up, Up, Down, Up, Down, Left, Down, Right, +

Super speed—Up, Left, Up, Right, Down, Right, +

## NINJA SPIRIT (Virtual Console)

Stage Select

At the title screen, press 1, 2, 1, 1, 2, 1, -, +. (If you're playing with the Classic Controller or GameCube controller, press B, A, B, A, B, SELECT, START instead.) You'll see the stage select appear at the bottom of the Mode Select screen. You can only select up to stage 3 at first, but if you hold the - button (or SELECT on the Classic or GameCube controller), you can also access Stages 4, 5 and 6.

## RAMPAGE: TOTAL DESTRUCTION

Cheat Codes

At the main title screen, hold the - and + buttons; a code entry window will appear, with six squares all set to zero. Press Up or Down to change the numbers in each of the squares and you can enter the following cheat codes:

2 7 1 8 2 8—Unlock all Cities

1 4 1 4 2 1—Unlock all Monsters and Cities

0 7 1 7 6 7—Single-hit destruction

9 8 6 9 0—Invulnerable monsters

0 1 1 2 3 5—All upgrades

8 2 8 6 4—Enable autoplay

8 7 4 0 9 8—Enable quick autoplay

6 6 7 3 0 x—Show video (Note: Replace the "x" with different numbers to view different video cutscenes from the game)

## SPONGEBOB SQUAREPANTS

CREATURE FROM THE KRUSTY KRAB

Cheat Passwords

Choose "Extras" from the main menu, then select "Cheat Codes" and enter any of the following passwords:

V I G O R—Infinite health in all platform levels

G A S S Y—Infinite fuel in all flying levels

E M C S Q R—Infinite time in all driving levels

R O C F I S H—Earn 30,000 Z's

T I S S U E—Activate Sleepy Sea detector

G U D G E O N—Unlock all levels in Free Play mode

P I L O T—Unlock Aviator SpongeBob costume (It Came from Bikini Bottom stage)

S P O N G E—Unlock Punk SpongeBob costume (Diesel Dreaming stage)

K R A B B Y—Unlock Skeleton SpongeBob costume (Alaskan Belly Trouble stage)

B R A I N—Unlock Exposed Brain SpongeBob costume (Hypnotic Highway stage)

P A T R I C K—Unlock Patrick Tux costume (Starfishman to the Rescue stage)

S A F A R I—Unlock Patrick Safari costume (Rocket Rodeo stage)

P I R A T E—Unlock Patrick Pirate costume (Rooftop Rumble stage)

B O N E S—Unlock Patrick Skeleton costume (Hypnotic Highway stage)

I N V E N T—Unlock Patrick Plankton inventor costume (Super-Sized Party stage)

P A N T S—Unlock SpongeBob Plankton costume (Cheat Codes Party stage)

R O B O T—Unlock Giant Plankton Robot costume (Revenge of the Giant Plankton Monster stage)

H O T R O D—Unlock Hot Rod Skin color (Diesel Dreaming stage)

B U N R U N—Unlock Patrick Rocket Skin color (Hypnotic Highway stage)

S P A C E—Unlock Patrick Rocket Skin color (Rocket Rodeo stage)

H Y P C A R—Unlock Hypnotic Car Skin color (Hypnotic Highway stage)

H O V E R—Unlock Hovercraft Vehicle Skin color (Hypnotic Highway stage)

L A S E R—Unlock Plankton Eye Laser color (Revenge of the Giant Plankton Monster stage)

F L A M E S—Unlock Hot Rod Skin (Diesel Dreaming stage)

S P I N—Unlock Different POW! Effect (Starfishman to the Rescue stage)

D U C K G U N—Unlock Squeaky Duck Gun Effect (It Came from Bikini Bottom stage)

R O C K E T—Unlock Patrick Laser Color Effect (Rocket Rodeo stage)

P O R K P I E—Unlock bonus artwork

S C O O T L E S—Mystery Code #88 (See Page 98)

## STREETS OF RAGE 2 (Virtual Console)

Stage Select/Extra Lives/New Difficulty Settings

Highlight "Options" at the main menu, hold A + 1 on Controller 2 and press any button on Controller 1. (If you're using the Classic Controller, hold Y + B on Controller 2 instead; with the GameCube controller, hold B + A on Controller 2.) When the Options menu appears, you'll find a new "Round" setting that allows you to choose your starting stage. You'll also have two new difficulty settings to choose from ("Very Easy" and "Mania") as well as the option to start with up to nine lives in reserve.

## TMNT

Cheat Codes

At the main menu, hold the Z button on the Nunchuk attachment and enter the following codes. Release Z after each code and you'll hear a confirmation sound.

Unlock Don's Big Head Goodie—1, A, C, 2

Unlock Challenge Map 2—A, A, A, 1, A

## WII SPORTS

Secret Tennis Court

Choose Tennis from the main menu and select your player(s). When the screen appears that says, "Make sure there are no people or objects around you," hold the 2 button, press A and continue to hold 2 until the Choose Positions screen appears. Now you'll be playing on a hard, blue court, surrounded by trees, with no onlookers.







# BACK ISSUES

## 2005

**January 2005:** Metal Gear Solid 3—Snake Eater  
Grand Theft Auto: San Andreas (Vol.1), Halo 2 (Vol.1), Viewtiful Joe 2 (Part 1), Bloodrayne 2, Metroid Prime 2: Echoes, Growlanser Generations, Dead or Alive Ultimate

**February 2005:** GoldenEye—Rogue Agent  
Spider-Man 2, Dragon Ball Z: Budokai 3, Metal Slug Advance, Mario Power Tennis, Grand Theft Auto: San Andreas (Vol.2), Halo 2 (Vol.2), Viewtiful Joe 2 (Part 2)

**March 2005:** Star Wars—Knights of the Old Republic II  
Shadow of Rome, The King of Fighters 2002/2003, Mercenaries, Resident Evil 4, Grand Theft Auto: San Andreas (Vol.3), Halo 2 (Vol.3), SpongeBob SquarePants Movie

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Super Punch-Out!!, Tenchu: Fatal Shadows, Star Fox Assault, Oddworld: Stranger's Wrath, Grand Theft Auto: San Andreas (Vol.4), Halo 2 (Vol.4)

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Tekken 5, Gran Turismo 4, Dynasty Warriors, Psychonauts, Grand Theft Auto: San Andreas (Vol.5), Halo 2 (Vol.5)

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God of War, Unreal Championship 2, Area 51, TimeSplitters: Future Perfect, Grand Theft Auto: San Andreas (Vol.6), Halo 2 (Vol.6)

**July 2005:** Advent Rising  
Kirby: Canvas Course, Samurai Western, Juiced, Grand Theft Auto: San Andreas (Vol.7), Halo 2 (Vol.7)

**August 2005:** Destroy All Humans!  
Medal of Honor: European Assault, FlatOut, Killer 7, Riviera: The Promised Land, Grand Theft Auto: San Andreas (Vol.8), Halo 2 (Vol.8)

**September 2005:** Full Alchemist 2—Curse of the Crimson Elvir  
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## 2006

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**February 2007:** IMHO—Contribute Your Most Memorable Gaming Moments  
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**March 2007:** Tips on...Finding a Job in the Electronic Games Industry  
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**April 2007:** Virtua Fighter 5  
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**May 2007:** God of War II  
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**July 2007:** Shadowrun—Behind the Scenes  
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# Unlock All Comic Missions

Access the terminal inside Stark Towers that controls the Comic missions and press Up, Right, Left, Down, Up, Right, Left, Down, START.

## More Cheat Codes

During gameplay, pause the game and choose "Hero Details," then enter the following codes: Earn 100,000 coins—Up, Up, Up, Left, Right, Left, START

All characters become Level 99—Up, Left, Up, Left, Down, Right, Down, Right, START

## Character Cheat Codes

Locate a S.H.I.E.L.D. access point and choose the "Change Team" option, then enter any of the following codes:

Unlock all characters—Up, Up, Down, Down, Left, Left, Left, START

Unlock all outfits—Up, Down, Left, Right, Left, Right, START

Unlock all powers—Left, Right, Up, Down, Up, Down, START

Unlock Daredevil—Left, Left, Right, Right, Up, Down, Up, Down, START

Unlock Silver Surfer—Down, Left, Left, Up, Right, Up, Down, Left, START

## Even More Cheat Codes

Enter any of the following codes at any time during gameplay to trigger the desired cheat:

One-hit kills—Left, Right, Down, Down, Right, Left, START

Invincibility—Up, Down, Up, Down, Up, Left, Down, Right, START

Super speed—Up, Left, Up, Right, Down, Right, START

## MEDAL OF HONOR: VANGUARD

### Cheat Code

At any time during gameplay, pause the game and press Up, Down, Up, Down. The words "Enter Cheat Code" will appear in the corner of the screen; now you can enter the following code:

Decrease enemy accuracy—Right, Left, Right, Down, Up, Right



## MLB 06: THE SHOW

### Main Menu Cheats

Enter the following codes at the main menu; you'll feel the controller rumble slightly each time you enter a code correctly.

Unlock all classic free agents at the Player Movement menu—Left, Up, Left, Right, Down, Right, Left, Up

Unlock old-time stadiums—Down, Up, Left, Right, Up, Right, Up, Down

Mystery Code #63 (see Page 98)—Left, Right, Right, Down, Down, Left, Up

Mystery Code #66 (see Page 98)—Up, Down, Right, Left, Down, Right, Down, Up

Mystery Code #69 (see Page 98)—Left, Down, Up, Right, Left, Down, Up, Right

## MLB 07: THE SHOW

### Main Menu Cheats

Enter any of the following codes at the main menu; you'll feel the controller rumble slightly each time you enter a code correctly.

Unlock Silver Era and Golden Era teams—Left, Up, Right, Down, Down, Left, Up, Down

Unlock all old-time stadiums—Down, Up, Right, Down, Up, Left, Up, Down

Mystery Code #101 (see Page 98)—Right, Left, Up, Left, Right, Down, Right, Up



## In-Game Cheats

At any time during the game, press the START button to pause and enter any of the following codes at the Pause menu; you'll feel the controller rumble slightly each time you enter a code correctly.

All pitches have max. speed—Up, Left, Down, Up, Left, Right, Left, Down

All pitches have max. break—Right, Up, Right, Down, Up, Left, Left, Down

Big ball—Left, Up, Down, Right, Left, Left, Up, Down

Big heads—Left, Right, Up, Up, Left, Up, Left

Tiny heads—Left, Right, Down, Down, Left, Right, Down, Left

Randomized roster—Left, Up, Down, Up, Right, Left, Left, Down

Mystery Code #94 (see Page 98)—Left, Left, Up, Down, Down, Up, Down, Right

Mystery Code #97 (see Page 98)—Right, Right, Down, Right, Up, Left, Left, Down

## MVP 07 NCAA BASEBALL

### Cheat Codes

After selecting your team in Dynasty Mode, choose "Team Management," then choose "Create/Edit Player." Enter any of the following first and last names for the desired cheat:

David Hamel—Unlock all of the Challenge Items

Andrew Fiorey—Unlock all one-star Challenge Items and Bating Game Alumni Facilities

Geo Sarria—Unlock all two-star Challenge Items and Bating Game and Bullpen Alumni Facilities

Justin Cudebeck—Unlock all three-star Challenge Items and Bating Game, Bullpen and Practice Field Alumni Facilities

Scott Forbes—Unlock all four-star Challenge Items and all Alumni Facilities

## NASCAR: DIRT TO DAYTONA

### Earn \$10,000 in Career Mode

At the main menu, press Up, Down, Left, Right, R1, Left, Left; the menu will flash briefly if the code was entered correctly. This code will only work with a pre-existing Career Mode account, so if you are creating an account for the first time, you will have to exit Career Mode, enter the code, then restart Career Mode.

Earn 10 Points in "Beat the Heat" Race in Fast Action Mode

At the main menu, press Up, Down, Left, Right, R1, Up, Up

### Mystery Codes

Enter any of the following codes at the main menu:

Mystery Code #19A (see Page 98)—Up, Down, Left, Right, R1, Right, Right

Mystery Code #19B (see Page 98)—Up, Down, Left, Right, R1, Left, Right

Mystery Code #19C (see Page 98)—Up, Down, Left, Right, R1, Right, Left

Mystery Code #19D (see Page 98)—Up, Down, Left, Right, R1, Up, Down

Mystery Code #19E (see Page 98)—Up, Down, Left, Right, R1, Down, Up

## NAVAL OPS: WARSHIP GUNNER

### Earn \$999,999 in WWII Mode

At the Dock screen, press Left, Left, Right, Right, L2, R2, R1, L1, □, □. You'll hear a sound after entering the code correctly.

## NEO CONTRA

### Cheat Code

At the title screen, press Up, Up, Down, Down, L1, R1, L2, R2, L3, R3 to start the game with 20 lives in reserve.

## NO ONE LIVES FOREVER

### Stage Select

At the main menu, highlight the "Load Game" option. Press and hold L3 + R3, then press the X button to bring up the Stage Select screen. Toggle the screens using the R1 and L1 buttons and press X to select a level. Press △ to exit the menu.

## ONIMUSHA: DAWN OF DREAMS

### Cheat Codes

At the main menu, choose "Special" and place the cursor on "Exit." Now you can enter any of the following codes to unlock the desired cheat:

Unlock Special 3 costume for Soki—Left, △, R2, R3, □, R1, R1, Right, Left, L2

Unlock Special 3 costume for Jubel—L2, L2, Right, Right, L3, △, Left, L1, L2, □

Unlock Special 3 costume for Ohsatsu—R3, Right, L2, Left, Left, R3, L1, R1, Right, R3

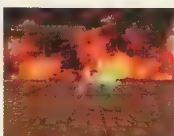
Unlock Special 3 costume for Roberto—R2, L2, Left, L1, Left, Right, R3, □, □, △

Unlock Special 3 costume for Tenkai—L3, L3, R3, R3, L2, R2, L1, □, Right

## PITFALL: THE LOST EXPEDITION

### Cheat Codes

At the title screen, hold L1 + R1 and enter any of the following codes.



Release the triggers after each code to see a confirmation message.

Infinite water in canteen (must acquire canteen first)—Left, □, □, Down, □, X, □, □

Faster attacks—Left, Right, □, Up, □, Right, Left

Play as Nicole—Left, Up, Down, Up, □, Up, Up

Play as old-school Pitfall Harry—△, Left, Down, □, □, △, △, Left

Unlock Pitfall! at the New Game/Load Game menu—□, □, Left, Right, □, □, X, Up, □

Unlock Pitfall II: Lost Caverns at the New Game/Load Game menu—Left, Right, Left, Right, △, △, △

Mystery Code #8 (see Page 98)—Up, Down, Down, Left, Right, Right

## PSYCHONAUTS

### Cheat Codes

At any time during the game, hold L1 + R1 and quickly enter any of the following codes. If you're fast enough, you'll hear Ford Cruller say, "You cheated!" to confirm each code.

Invincibility—□, R2, □, □, △, L2

Unlimited lives—L3, R2, □, □, X, R3

Infinite ammo—R3, X, L3, L3, □, □ (Note: The effects of this code won't be apparent until after you earn the PSI-Blast Merit Badge)

All Camp Store items except PSI-Ball Colorizer and Dream Fluffy—R3, □, R2, R2, L3, △

All PSI-Power Merit Badges—□, □, △, R2, L3, △

Lots of Arrowheads—X, R3, R3, R2, △, □

Max. PSI-Rank and all PSI-powers earned by ranking up—L3, R3, L3, R2, □, R2 (Note: You still need to get Merit Badges in order to use the powers)

## QUAKE III: REVOLUTION

### Level Skip

At any time during gameplay, hold L1 + R1 + R2 + SELECT and press X, □, □, X, □, □, X. You'll automatically clear the level after entering the code correctly. You can also enter the code while the game is paused.

## RESERVOIR DOGS

### Cheat Codes

Choose "Extras" from the main menu, then select "Cheats" and enter any of the following codes:

Unlock all levels—L2, R2, L2, R2, L1, R1, START

Unlock Art Gallery—□, X, L2, R2, □, X, START

Unlock Movie Gallery—L1, L1, □, X, L1, R1, START

Unlock Fully Loaded cheat—R2, L2, □, L2, X, R2, START





82 August 2007 TIPS &amp; TRICKS

**SHERWOOD TARGET**—Unlock Target World Challenge at Game Modes menu

Uit45TW6—Mystery Code #3B (see Page 98)  
CXChr883—Mystery Code #3C (see Page 98)

## TIGER WOODS PGA TOUR 2005

### Cheat Codes

## TMNT



## TOM CLANCY'S SPLINTER CELL: CHAOS THEORY

TONY HAWK'S DOWNHILL JAM



## URBAN CHAOS: RIOT RESPONSE



## URBAN REIGN

## VIEWTIFUL JOE

## WAR OF THE MONSTERS

## WRATH UNLEASHED

## WRECKLESS: THE YAKUZA MISSIONS

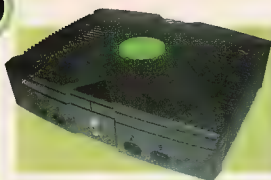
**X-MEN LEGENDS II: RISE OF APOCALYPSE**

**YU-GI-OH! THE DUELISTS OF THE ROSES**

## ZAPPER







# Xbox tips

## AMPED

### Cheat Codes

From the main menu, select "Options," then select "Cheats" and enter any of the following codes. Each time you enter a code correctly, the word you entered will disappear after selecting "Done."

**R I N D W A V E N**—Unlock Raven

**C H I L L I N W S T E E Z Y**—Unlock Steezy

**G I M M E G I M M E**—Unlock all courses

**S T I C K I T**—Easier to land from a jump

**Z I P S T E R**—Faster speed

**B U Z Z A W**—Run through trees

**M E G A L E G**—Jump higher

**W H I R L Y G I G**—Faster spins

**M E G A B O U N C E**—Bounce continuously

**K E E P R E A L**—Realistic mode (tricks are more difficult to land)



## BROTHERS IN ARMS: ROAD TO HILL 30

### Unlock All Levels and Difficulty Settings

Enter the name "BAKERSDOZEN" when creating a new profile. You will now be able to select any level in the Chapters section and play the game on "Authentic" difficulty.

## CARS

### Cheat Codes

Select "Options" from the main menu, then choose "Cheat Codes" and enter the following codes:

**I M S P E E D**—Faster acceleration

**V R O O O O M**—Unlimited Boost meter

**Y A Y C A R S**—Unlock all cars

**R 4 M O N E**—Unlock all paint schemes for all unlocked vehicles

**M A T T L 6 6**—Unlock all Arcade games

**I F 9 0 D H P**—Unlock all Bonus Content and all Arcade games

**T R G T E X C**—Unlock Mater's Countdown Clean-Up

**M I n - g a m e a n d M a t e r ' s S p e e d y C i r c u i t R o a d R a c e**

**C O N C 3 P T**—Unlock all character and environment art

**W A T C H I T**—Unlock all movie clips and deleted scenes

## DEF JAM: FIGHT FOR NY

### Cheat Passwords

#### Choose "Extras"

from the main menu, then select the "Cheats" option and enter the following codes:

**D U C K E T S**—

100 Reward Points

**C R O O K L Y N**—

100 Reward Points

**T H E S O U R C E**—100 Reward Points

**G E T S T U F F**—100 Reward Points

**N E W J A C K**—100 Reward Points

**L O Y A L T Y**—Unlock "Afternoons" song by Nyne

**M I L I T A R I A N**—Unlock "Anything Goes" song by C-N-A-I

**B I G B O I**—Unlock "Bust" song by OutKast

**C H O P P E R**—Unlock "Blindside" song by Baxter

**C H O C O C I T Y**—Unlock "Comp" song by Comp

**A K I R A**—Unlock "Dragon House" song by Chiang

**P L A T I N U M B**—Unlock "Get it Now" song by Bless



**G H O S T S H E L L**—Unlock "Koto" song by Chiang  
**G O N B E T R U B L**—Unlock "Lil' Bro" song by Ric-A-Che

**K I R K J O N E S**—Unlock "Man Up" song by Sticky  
**F i n g a z**

**R E S P E C T**—Unlock "Move" song by Public Enemy

**P O W E R**—Unlock "O.G. Original Gangster" song by Ice T

**U L T R A M A G**—Unlock "Poppa Large" song by Ultramagnetic MCs

**S I E Z E**—Unlock "Seize the Day" song by Bless

**C A R T A G E N A**—Unlock "Take a Look at My Life" song by Fat Joe

**P U M P**—Unlock "Walk with Me" song by Joe Budden

## DRAGON'S LAIR 3D

### Secret Rewards Menu

At the main menu, hold the Right Trigger and press Left Thumbstick, Right

Thumbstick, Left

Thumbstick, Right

Thumbstick, White, Black,

White, Black. Next, move the cursor to "Start

Game," and press A. If you entered the code correctly, a "Rewards" menu will immediately appear.

Selecting any item will start you off in the beginning of the game with the corresponding effect, so you may not activate more than one at a time.



## ERAGON

### Permanent Fury Mode

At any time during gameplay, press START to pause the game, hold Left Trigger + Right Trigger and press X, B, B. You'll hear a sound to confirm that the code has been entered correctly.

## FANTASTIC 4

### Cheat Codes

Enter any of the following codes at the main menu. You'll hear a sound to confirm each time you enter a code correctly.

**U n l o c k H e l l b o n u s l e v e l i n t h e B o n u s m e n u**—Right,

Right, X, B, Left, Up, Down

**U n l o c k B a r g e A r e n a i n S u r v i v a l M o d e a n d S t a n L e e**

**I n t e r v i e w # 1 i n U n l o c k a b l e s**—X, B, X, Down, Down, B, Up

**I n f i n i t e C o s m i c P o w e r**—Up, X, X, X, Left, Right, B

(note: although this code will generate the confirmation sound, its effects may not appear unless you start a game and quit, then enter the code and choose the "Continue" option)

## THE INCREDIBLES: RISE OF THE UNDERMINER

### Cheat Passwords

At any time during gameplay, pause the game and choose the "Menu" option, then select "Secrets" and enter any of the following passwords:

**L E V E L L O C K S M I T H**—Unlock all missions

**S H O W M E**—Unlock all Gallery items

**M R I P R O F**—Earn 1,000 XP for Mr. Incredible

**F R O Z E R**—Earn 1,000 XP for Frozone

**M A X I M A S T E R**—Maximum level and all upgrades for Mr. Incredible

**F R O Z M A S T E R**—Maximum level and all upgrades for Frozone

**M R I B O O M**—Earn one Super Move for Mr. Incredible

**F R O Z B O O M**—Earn one Super Move for Frozone

**W H Y M U S T W E F I G H T**—Infinite Super Moves  
**T H I S I S T O O E A S Y**—Enemies inflict more damage

**T H I S I S T O O H A R D**—Enemies inflict less damage

**E G O P R O B L E M**—Big heads

**H E A D R O O M**—Tiny heads

**I N A H U R R Y**—Speed up gameplay

**M A X I M I L L I O N**—Earn double XP

**R O L L C A L L**—Show credits

**I C A N T H E A R Y O U**—Mystery Code #60 (see Page 98)

## LEGO STAR WARS II: THE ORIGINAL TRILOGY

### Cheat Codes

At the beginning of the game, head over to the Mos Eisley cantina and walk up to the counter.

When the menu appears, select "Enter Code" and enter any of the following passwords:

**Y T D 3 1 8**—Unlock Imperial Shuttle for purchase

**B A J 1 9 9**—Unlock TIE Bomber for purchase

**P P L 4 4 2**—Unlock TIE Fighter (Darth Vader) for purchase

**Q Y A 8 2 8**—Unlock TIE Interceptor for purchase

**H D Y 3 9**—Unlock TIE Fighter for purchase

**K S Y 7 2**—Unlock 4-L0M for purchase

**Q A T 3 3 1**—Unlock Dengar for purchase

**N V Y 5 8 3**—Unlock Bosk for purchase

**N X L 9 7 3**—Unlock IG-88 for purchase

**Y O D 4 7 6**—Unlock Yoda (Ghost) for purchase

**S Y K 9 6 7**—Unlock Anakin Skywalker (Ghost) for purchase

**B E N 9 1 7**—Unlock Ben Kenobi (Ghost) for purchase

**N F X 5 8 2**—Unlock Gonk Droid for purchase

**V F R 8 0 0**—Unlock Admiral Ackbar for purchase

**H H Y 3 8 2**—Unlock The Emperor for purchase

**M M M 1 1 1**—Unlock Imperial Guard for purchase

**T T T 2 8 9**—Unlock Ewok for purchase

**H P L 2 1 6**—Unlock Boba Fett for purchase

**G B U 8 8**—Unlock Skiff Guard for purchase

**S G E 5 4 9**—Unlock Palace Guard for purchase

**W T Y 7 2 1**—Unlock Bib Fortuna for purchase

**Y Z F 9 9 9**—Unlock Gamorrean Guard for purchase

**B V X 8 7 2**—Unlock Princess Leia (Prisoner) for purchase

**V H Y 8 3 2**—Unlock Bespin Guard for purchase

**U G N 6 9 4**—Unlock Ugnaught for purchase

**U U B 3 1 9**—Unlock Lobot for purchase

**H U F 7 2 9**—Unlock Luke Skywalker (Hoth) for purchase

**N Y U 9 8 9**—Unlock Snowtrooper for purchase

**C Y G 3 3 6**—Unlock Rebel Pilot for purchase

**E K U 8 4 9**—Unlock Rebel Trooper (Hoth) for purchase

**Y W M 8 4 0**—Unlock Han Solo (Hood) for purchase

**S M G 2 1 9**—Unlock Grand Moff Tarkin for purchase

**B B V 8 8 9**—Unlock Imperial Officer for purchase

**N Z 3 1 6**—Unlock TIE Fighter Pilot for purchase

**G B U 3 3 2**—Unlock Death Star Trooper for purchase

**C U C K 6 8 8**—Unlock Beach Trooper for purchase

**C V T 1 2 5**—Unlock Imperial Spy for purchase

**N A H 1 1 8**—Unlock Greedo for purchase

**Y D V 4 5 1**—Unlock Sandtrooper for purchase

**J A W 4 9 9**—Unlock Jawa for purchase



PEJ821—Unlock Tusken Raider for purchase  
VAP64—Unlock Imperial Shuttle Pilot for purchase  
PLT345—Unlock Stormtrooper for purchase  
CL4U5H—Unlock red stocking cap  
NB398—Unlock Disguise: 2 (red down noses)  
TYH319—Unlock Disguise: 3 (glasses/beards)

## PETER JACKSON'S KING KONG THE OFFICIAL GAME OF THE MOVIE

### Cheat Codes

At the main menu (the one that says "Play," "Options," and "Extras"), hold Left Trigger + Right Trigger, press Down, X, Up, Down, Down, Up, Up, then release Left Trigger + Right Trigger. A new "Cheat" option will appear at the main menu and also at the pause menu. Select this option, then enter any of the following cheat codes. Be sure to include the space characters and capital/lowercase letters exactly as they appear. Note: the "0" character in the "Unlock all chapters" code is a number zero. You'll hear a whooshing sound each time you enter a code correctly; if a code is incorrect, you'll hear a click.

8wonder—Invincibility (Jack only)  
GrosBras—One-shot kills  
KK 999 mun—Unlimited ammo  
kaf—Unlimited spears  
Kkstr0y—Unlock all chapters  
KkMuseum—Unlock all video options and "Extras" menu items  
Kktgun—Equip pistol  
Kkcapone—Equip machine gun  
KkSniper—Equip sniper rifle

## THE PUNISHER

### Cheat Code

At the "Profiles" screen, enter "V PIRATE" as your profile name. When you begin a game with this profile, you'll find that all weapons, War Journal entries, Extras and stages have been unlocked.

## ROGUE OPS

### Cheat Codes

During gameplay, press START and enter the following codes while the game is paused:

Half damage—X, X, Y, Y, Left, Left, Right, Right, Y, Y, X, X

Enemy bullets cause no damage—Left, Right, Right, Left, Y, Y, X, X

Invincibility—Left, Right, Right, Left, Left, Right, Right, Left, Right, Right, Left, X, X

Infinite ammo—X, Y, X, Y, X, Y, X, Y, Left, Y, X, Y, X, Y, X, Y, X

One-shot kills—Y, Left, Right, Right, Left, Y, Black, White, Y, X, X

Unlimited Fly Cam—Left, Left, Right, Right, White, White, Black, Black, X, X, Y, Y

Unlimited TOC—Y, Y, X, X, Left, Right, Left, Left, Black, White, Black

M7 shoots Frag Grenades—Black, White, Right, Right, Left, Left, Right, Right, White, Black, X, Y

Crossbow shoots Frag Grenades—Left, Right, Right, Left, X, Y, Black, White, X, Y, Left, Right

M7 shoots Rockets—X, Left, Right, Black, White, Right, X, White, White, Black, Left, Left

Crossbow shoots Rockets—Right, Right, Left, Left, Black, Black, White, White, Y, X, X, Y, Y

Big weapons for Nikki—X, X, X, X, X, Y, Y  
All enemies become skeletons—Left, Left, Left, Right, Left, Right, Left, Right, Right, Right

All character models have big feet—Right, Right, Right, Left, Right, Left, Left, Left, Left, Left  
Skip the current scene—Black, X, Black, Y, Black, Left, Black, Right, Black, White, X, White, Y, White, Left, White, Right, X

Skip to the La Casa Negra stage—Left, Right, Right, Left, Y, X, White, Black, Y, Y, X (Note: This code will only work in the Training stage)

Skip to the Forsythe Museum stage—White, Black, Right, Left, Left, Black, White, X, X, X, White (Note: This code will only work in the La Casa Negra stage)  
Skip to the Silo 7 East stage—Black, Black, Right, Right, Right, Black, White, X, White, X, White (Note: This code will only work in the Forsythe Museum stage)

Skip to the Magyar Klub stage—White, Black, Right, Left, Left, Black, Y, White, X, X, X (Note: This code will only work in the Silo 7 East stage)

Skip to the Stauffer Bank stage—White, Y, Left, Left, Black, White, Right, X, Right, Right (Note: This code will only work in the Magyar Klub stage)

Skip to the Reliance Shipping Company stage—White, Black, Right, Y, Left, White, Left, Left, X, Y, X (Note: This code will only work in the Stauffer Bank stage)

Skip to the MDD Research Station stage—White, Black, Right, Left, White, Black, Right, X, Y, X, X (Note: This code will only work in the Reliance Shipping Company stage)

Skip to the Installation K stage—White, Black, Right, White, Left, Y, White, Y, Right, Right (Note: This code will only work in the MDD Research Station stage)

See game ending—White, Black, X, X, Left, Black, Black, X, X, White, X (Note: This code will only work in the Installation K stage)

## SECRET WEAPONS OVER NORMANDY

### Cheat List

Enter the following codes at the main menu, where the words "New Game" and "Continue" appear.  
Invincibility—Up, Down, Left, Right, Left, Left, Right, Right, Left Trigger, Left Trigger, Right Trigger, Right Trigger, White, Black

Unlimited ammunition—Up, Right, Down, Left, Up, Right, Down, Left, Left Trigger, Right Trigger

Big head—Right, Up, Left, Down, Right, Up, Left, Down, Right, Left Trigger, Right Trigger, Left Trigger, Right Trigger

Unlock all Instant Action environments—Left, Right, Up, Down, Left, Right, Left Trigger, Right Trigger, Left Trigger, Right Trigger

Unlock all missions, planes, Instant Action environments and Gallery movies—Y, Y, X, X, X, Left Trigger, Right Trigger, Black, Black, White, White (Note: You must select "Continue" after entering this code or the effects will be canceled)

## SERIOUS SAM II

### Unlock Cheats

At the main menu, hold Right Trigger and press Black, White, Black, White, Black, White; a new "Cheats" option will appear at the bottom of the screen. Press the X button to call up the list of cheats and turn various options on and off. You can also access the cheat menu during a game by pausing the game and pressing the X button after the code has been entered.

## SPIDER-MAN 2

### Cheat Code

At any time during gameplay, pause the game, enter the Save/Load menu and select "New Game." At the "Enter Name to Start New Game" prompt, enter "HCRAYERT" as your name and select "Enter;" you'll see the name disappear. Now simply back out of the "Enter Name" screen and unpauses;

you'll warp directly to Chapter 16 with at least 44.38% of the game completed. This code also gives you 200,000 Hero Points, all four Boss Awards, the Web Zip upgrade and six Speed Swing upgrades. You can also enter the code at the "Enter Name" prompt that appears when you load the game without a save file present. Entering the code repeatedly will allow you to rack up additional Hero Points; they won't count toward the 50,000 you need to finish Chapter 16, and they may not appear in the Hero Points total at your "Status" screen, but they'll be there when you enter a Spidey Store.

## SPY HUNTER 2

### Unlock All Weapons and Missions

At the main menu, press Left Trigger, Black, White, Right Trigger, Right Trigger, White, Black, Left Trigger.

### Unlimited Ammo

At any time during the game, press START to pause, then press Right Trigger, Left Trigger, Black, Black, White, Right Trigger, Left Trigger, Black, White at the Paused menu.

### Invulnerability

At any time during the game, press START to pause, then press Left Trigger, Left Trigger, Left Trigger, Left Trigger, Right Trigger, Right Trigger, Left Trigger, Left Trigger, Black at the Paused menu.

## SPY VS. SPY

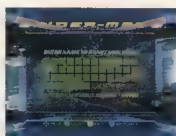
### Cheat Codes

Choose "Extras" from the main menu, then select "Cheats." Press the X button and enter any of the following codes to unlock the corresponding items(s).  
ARMOR—Invulnerability  
BIG GUNZ—Super damage  
N O D R O P—No dropped items  
FAIRY—Permanent Fairy  
DISGUISE—All spy attachments  
WRKBENCH—All weapons  
ANTONIO—All Story maps  
PROHIA—All Modern maps  
RETROSPY—All Classic maps  
MADMA G—All Multiplayer maps  
SPYFLIX—All movies  
SPYICS—All concept art  
BLINK—Invisible HUD

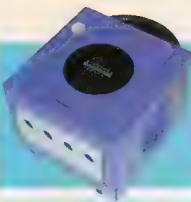
## THE WARRIORS

### Cheat Codes

Enter the following codes at any time during gameplay (not while paused). You'll see a message and hear a sound to confirm each time you enter a code correctly.  
Earn \$200, three Flash and nine Spray Paint—Black, Left Thumbstick, Right Trigger, A, Down, Right Trigger  
Infinite Rage—X, B, Y, BACK, A, Left (Note: This code will not work until you have learned the Rage Mode ability)  
Temporary invincibility—Down, X, Left, A, Right Trigger, BACK  
Unlimited stamina (sprint ability)—Up, Y, White, BACK, A, Left Trigger  
Complete current level—Down, X, A, BACK, Black, Left  
Complete the game 100%—Right Trigger, BACK, X, Down, Left Trigger, Right  
Reset "Wanted" level—Up, BACK, A, Y, Y, B  
Earn knife weapon—Down, Down, BACK, Up, Up, White  
Earn unbreakable bat weapon—White, White, B, Up, B, BACK  
Earn pipe weapon—Left Thumbstick, B, BACK, Up, Right Trigger, Right  
Earn machete weapon—Right Trigger, A, Black, Black, BACK, Left Thumbstick







# GameCube tips

## ALIEN HOMINID

### Unlock Hats

Select "Options" from the main menu, then enter the "Player 1 Setup" option and select "Name." Enter any of the following names to unlock the specific hat.

**A B E**—Unlock top hat  
**A P R I L**—Unlock blonde wig and pearl necklace  
**C L E T U S**—Unlock ski hat  
**D A N D Y**—Unlock sunflower cap  
**G O O D M A N**—Unlock curly hair  
**G R R L**—Unlock flower wreath  
**P R I N C E S S**—Unlock tiara  
**S U P E R F L Y**—Unlock afro  
**T O M F U L L**—Unlock shaggy wig



## BLOODRAYNE

### Secret Codes

From the main menu, select "Options," then select "Enter Cheat" and enter any of the following codes. You can also access the Cheats menu from the Pause menu. All of the cheats except the first one must be toggled on by accessing the Cheats menu in this way after entry.

**ON THE LEVEL**—Enable level select  
**L T R I A S S A S I N D O N T D I E**—Unlock God Mode  
**L A M E Y A N K E E D O N T F E E D**—Unlock Restore Health  
**A N G R Y X X X I N S A N E H O O K E R**—Unlock Fill Bloodlust  
**N A K E D N A S T Y D I S H W A S H E R D A N C E**—Unlock Time Factor parameter  
**D O N T F A R T O N O S C A R**—Unlock Enemies parameter  
**S H O W M E M Y W E A P O N S**—Unlock Show Weapons on Body  
**I N S A N E G I B S M O D E G O O D**—Unlock Gratuitous Disemberment  
**J U G G Y D A N C E S Q U A D**—Unlock Juggy Mode

## CARS

### Cheat Codes

Select "Options" from the main menu, then choose "Cheat Codes" and enter any of the following codes:

**I M S P E E D**—Faster acceleration  
**V R O O O M**—Unlimited Boost meter  
**Y A Y C A R S**—Unlock all cars  
**R 4 M O N E**—Unlock all paint schemes for all unlocked vehicles  
**M A T T L 6**—Unlock all Arcade games  
**I F 9 0 H P**—Unlock all Bonus Content and all Arcade games  
**T R G T E X C**—Unlock Mater's Countdown Clean-Up Mini-game and Mater's Speedy Circuit Road Race  
**C O N C E P T**—Unlock all character and environment art



## DEF JAM: FIGHT FOR NY

### Cheat Passwords

Choose "Extras" from the main menu, then select the "Cheats" option and enter the following codes:

**D U C K E T S**—100 Reward Points  
**C R O O K L Y N**—100 Reward Points

## THE SOURCE E—100 Reward Points

### GET STUFF—100 Reward Points

**N E W J A C K**—100 Reward Points  
 By Chiang  
**G H O S T H E L L**—Unlock "Koto" by Chiang  
 By Chiang  
**M I L I T A I N**—Unlock "Anything Goes" by CN-N  
**C H O C O C I T Y**—Unlock "Comp" by Comp  
**C A R T A G E N A**—Unlock "Take a Look at my Life" by Fat Joe  
**P O W E R**—Unlock "O.G. Original Gangster" by Ice T  
**P U M P**—Unlock "Walk with Me" by Joe Budden  
**B I G B O I**—Unlock "Bust" by OutKast  
**K I R K J O N E S**—Unlock "Man Up" by Sticky Fingaz

## DEF JAM VENDETTA

### Unlock Characters

At the main menu, select Battle mode and choose any match type. At the character select screen, hold L + R + Z and enter any of the following codes. The codes must be entered quickly as soon as you hold L + R + Z. If entered correctly, you will hear a confirmation sound.

**A r i j a**—A, Y, B, X, Y  
**B r i g g s** Alternate Costume—A, B, X, Y, X  
**C a r l a**—A, Y, A, A, A  
**C h u k k l e z**—Y, B, A, X  
**C r u z**—X, B, A, A, X  
**D -M o b**—Y, B, Y, A, X  
**D -M o b** Alternate Costume—Y, Y, B, Y, Y  
**D a n G**—A, X, A, X, Y  
**D e e b o**—X, X, A, A, B  
**D e j a**—X, Y, X, X, A  
**D M X**—X, A, X, B, Y  
**D r a k e**—A, B, X, X, X  
**F u n k m a s t e r** Flex—X, B, X, X, Y  
**H e a d a c h e**—B, B, B, Y, X  
**H o u s e**—B, A, B, X, A  
**I c e b e r g**—Y, B, X, Y, X  
**L u d a c r i s**—X, X, X, Y, B  
**M a n n y** Alternate Costume—X, Y, X, Y, X  
**M a s a**—A, X, B, Y, Y  
**M e t h o d** Man—Y, X, A, B, X  
**M o s e s**—B, B, Y, A, X  
**N .O.R.E.**—X, Y, B, A, X  
**N y n e**—Y, X, A, A, B  
**O m a r**—X, X, Y, B, B  
**O p a l**—X, X, Y, Y, B  
**P e e w e e**—A, A, Y, B, Y  
**P e e w e e** Alternate Costume—A, B, B, Y, X  
**P e n n y**—A, A, A, B, X  
**P o c k e t s**—B, Y, X, Y, A  
**P r o o f** Alternate Costume—A, Y, B, Y, X  
**R a z o r**—B, Y, X, A, A  
**R a z o r** Alternate Costume—Y, X, A, B, B  
**R e d m a n**—X, X, B, Y, A  
**R u f f n e c k**—A, Y, A, B, X  
**R u f f n e c k** Alternate Costume—Y, X, B, A, Y  
**S c a r f e x**—X, Y, A, B, Y  
**S k a t c h**—B, X, X, Y, A  
**S n o w m a n**—B, A, A, X  
**S p i d e r** Alternate Costume—Y, B, A, Y, X  
**S t e a l**—A, B, X, X, B  
**T a i**—X, X, Y, A, X  
**T a n k** Alternate Costume—B, Y, X, A, A  
**Z a h e e r**—B, B, Y, A, A



## Unlock Stages

At the "Choose Stage" screen in Battle mode, hold L + R + Z and enter any of the following codes. The codes must be entered quickly as soon as you hold L + R + Z. If entered correctly, you will hear a confirmation sound.

**The Warehouse**—A, A, Y, A, Y  
**Grimeyville**—Y, Y, Y, A, Y  
**Club Luda**—X, B, Y, A, Y  
**The Dragon House**—B, A, Y, A, X  
**The Junkyard**—A, Y, Y, A, B  
**The Face Club After Hours**—Y, A, Y, Y, X  
**Def Jam**—X, A, Y, A, B  
**Def Jam Venetta**—B, X, A, Y, Y  
**The Bounty Club**—A, Y, Y, X, X

## DIE HARD: VENDETTA

### Cheat Codes

Enter the following codes at the main menu; a confirmation message will appear each time you enter a code correctly. Note that the game keeps track of the last button you pressed and may confuse the order in which you enter them, so it's a good idea to enter the game and then exit to the main menu before entering each code.

**Invulnerable**—L, R, L, R, L, R, L, R  
**Infinita ammo**—Z, Z, Z, Z, L, R  
**Infinita Hero Time**—B, X, Y, Z, L, R  
**One-shot kills**—B, L, R, X, Y, Z  
**All levels unlocked**—X, Y, Z, Z, X, Y, Z, Z  
**Access to all level parts**—Z, Y, X, R, L, B  
**"Dev: Trigger Complete"** (adds a "Trigger Level Complete" option to the pause menu; use it to skip to the next checkpoint in a level)—L, B, R, R, B, L  
**Liquid metal**—B, Y, X, B, Y, X  
**Big heads**—R, L, R, L  
**Pin heads**—L, L, R, L  
**Flame on**—B, X, Y, B, X, Y  
**Exploding fist**—B, X, R, R  
**Hot hands**—B, Y, L, L  
**Kamikaze**—L, R, Y, Z, B  
**Big guns**—B, Y, Y, Z, R, L  
**Big guns**—B, Y, Y, Z, R, X, L  
**"I Got the Power"** (makes characters appear with blue lightning all over their bodies)—Z, B, Z, B, Z  
**"Stevs Graphical Surprise"** (wireframe graphics)—L, Z, Y, B, Y, X  
**Disable all cheats**—B, B, B  
**Display "RC IS B" message**—L, Y, R, Y, L

## FREAKY FLYERS

### Unlock Everything

At the Profile Select screen, select "New" and enter the name "ZENBU" to unlock all characters, levels, mini-games and specials.

## FREESTYLE

### Secret Codes

Choose "Options" from the main menu, then select "Enter Codes" and enter any of the following codes:

**HELMET**—Rider wears a helmet  
**FTAIL**—Flames come out of your rear wheel  
**ALLFREEK**—Always be in freekout mode  
**SQUATTER**—Invisible bike mode  
**MO BOOST**—Extra boost from tricks  
**FREEBIE**—Unlimited boost  
**COOLDUDE**—Unlock Clifford Adoptante





**TOUGHGUY**—Unlock Mike Jones  
**BLONDIE**—Unlock Jessica Patterson  
**GIMMREG**—Unlock Greg Albertyn  
**POPULITE**—Unlock all characters  
**CARVERC**—Unlock Burn It Up track in Single Race and Freeride modes  
**CLIPPERS**—Unlock Gnome Sweet Gnome track in Single Race and Freeride modes  
**BLACKJACK**—Unlock Let It Ride track in Single Race and Freeride modes  
**TODAMOON**—Unlock Rocket Garden track in Single Race and Freeride modes  
**WIDOPEN**—Unlock Crash Pad track in Freestyle mode  
**TUCKELLE**—Unlock The Burbs track in Freestyle mode  
**TRAKMEET**—Unlock all tracks in Single Race, Freestyle and Freeride modes  
**EYEDROPS**—Unlock Mike Metzger's Bloodshot bike  
**BRRRRRAP**—Unlock Mike Metzger's Rock of Ages bike  
**SEVENTWO**—Unlock Mike Metzger's Rhino Rage bike  
**WHATEVER**—Unlock Brian Deegan's Mulisha Man bike  
**HEDBANG**—Unlock Brian Deegan's Heavy Metal Bike  
**WHOZASKN**—Unlock Brina Deegan's Dominator bike  
**OVENMITT**—Unlock Leann Tweeden's Hot Stuff bike  
**STYLIN**—Unlock Leann Tweeden's Trend Setter bike  
**GOODLOOK**—Unlock Leann Tweeden's Seducer bike  
**HEREIAM**—Unlock Stefy Bau's Amore bike  
**SPARKLES**—Unlock Stefy Bau's Disco Tech bike  
**TWONEONE**—Unlock Stefy Bau's 211 bike  
**SUPDUDE**—Unlock Clifford Apontante's Gone Tiki bike  
**GOLFROB**—Unlock Clifford Apontante's Island Spirit bike  
**STOKED**—Unlock Clifford Apontante's Hang Loose bike  
**KICKBUTT**—Unlock Mike Jones' Beater bike  
**HORN**—Unlock Mike Jones' Lil' Demon bike  
**PLUNKER**—Unlock Mike Jones' Flushed bike  
**HEXACOL**—Unlock Jessica Patterson's Speedy bike  
**LIGHTWIN**—Unlock Jessica Patterson's Charged Up bike  
**TOMBOW**—Unlock Jessica Patterson's Racer Girl bike  
**ALLSHOOK**—Unlock Greg Albertyn's The King bike  
**PATRIOT**—Unlock Greg Albertyn's National Pride bike  
**NUMBER1**—Unlock Greg Albertyn's Champion bike  
**WHEELS**—Unlock all riders' bikes  
**HELLOOOO**—Unlock Mike Metzger's Ecko MX outfit  
**BODYART**—Unlock Mike Metzger's All Tatted Up outfit  
**RIPPED**—Unlock Brian Deegan's Muscle Bound outfit  
**SOLDIER**—Unlock Brian Deegan's Commander outfit  
**THINKPINK**—Unlock Leann Tweeden's Fun Lovin' outfit  
**SPICY**—Unlock Leann Tweeden's Red Hot outfit  
**KIDSGAME**—Unlock Stefy Bau's Playing Jax outfit  
**INVASION**—Unlock Stefy Bau's UFO Racer outfit  
**WINGS**—Unlock Clifford Apontante's Tiki outfit  
**NOSLEEVE**—Unlock Clifford Apontante's Tankin' It outfit  
**BABYBLUE**—Unlock Mike Jones' Blue Collar outfit  
**BOXCARS**—Unlock Mike Jones' High Roller outfit  
**LAYERS**—Unlock Jessica Patterson's Warming Up outfit  
**NOTZGRILY**—Unlock Jessica Patterson's Hoodie Style outfit  
**ILOOKGUD**—Unlock Greg Albertyn's Sharp Dresser outfit  
**COMET**—Unlock Greg Albertyn's Star Rider outfit  
**YARDSALE**—Unlock all riders' outfits  
**LOKSMITH**—Unlock all riders' bikes, all riders' outfits and all tracks  
**WTCHKPRS**—Blurry rainbow-colored graphics

## LEGO STAR WARS: THE VIDEO GAME

### Cheat Codes

After beginning a game, head over to Dexter's Diner and walk up to the counter. At the menu, select "Enter Code" and enter any of the following passwords.

9 8 7 Y U R—Unlock Battle Droid for purchase  
 E N 1 1 K 5—Battle Droid (Commander) for purchase  
 L K 4 2 U 6—Unlock Battle Droid (Geonosian) for purchase  
 K F 9 9 9 A—Unlock Battle Droid (Security) for purchase  
 L A 8 1 1 Y—Unlock Boba Fett for purchase  
 F 8 B 4 L 6—Unlock Clone for purchase  
 E R 3 3 J N—Unlock Clone (Episode III) for purchase  
 B H U 7 2 T—Unlock Clone (Episode III, Pilot) for purchase  
 N 3 T 6 P 8—Unlock Clone (Episode III, Swamp) for purchase  
 R S 6 2 2 5—Unlock Clone (Episode III, Walker) for purchase  
 H 3 P 6 M N—Unlock Count Dooku for purchase  
 1 4 5 T U K—Unlock Darth Maul for purchase  
 A 3 2 C A M—Unlock Darth Sidious for purchase  
 V R 8 3 2 U—Unlock Disguised Clone for purchase  
 D H 8 3 2 U—Unlock Droideka for purchase  
 1 9 D 7 B—Unlock Geonosian for purchase  
 U 6 3 8 2 A—Unlock Gonk Droid for purchase  
 S F 3 2 1 Y—Unlock General Grievous for purchase  
 P L 4 7 N H—Unlock Jango Fett for purchase  
 D P 5 5 M V—Unlock Ki-Adi Mundi for purchase  
 C B R 9 5 4—Unlock Kilo Tico for purchase  
 A 7 2 5 4—Unlock Luminara for purchase  
 M 5 9 5 2 L—Unlock Mace Windu (Episode III) for purchase  
 9 2 U 1 7 D—Unlock Padmé for purchase  
 R 8 4 0 J U—Unlock PK Droid for purchase  
 B E Q 8 2 H—Unlock Princess Leia for purchase  
 5 4 Y U K—Unlock Rebel Trooper for purchase  
 E U W 8 6 2—Unlock Shaak Ti for purchase  
 X Z N 8 2 1—Unlock Super Battle Droid for purchase  
 1 6 7 2 X 4—Unlock Big Blasters at the Extras menu  
 S H R U B 1—Unlock Brushes at the Extras menu  
 L 4 9 H D—Unlock Classic Blasters at the Extras menu  
 4 P R 2 8 U—Unlock Invincibility at the Extras menu  
 L D 1 6 B—Unlock Minikit detector at the Extras menu  
 Y D 9 2 4 W—Unlock Moustaches at the Extras menu  
 R P 7 7 G C—Unlock Purple at the Extras menu  
 M 5 9 9 Q—Unlock Silhouettes at the Extras menu  
 N 3 7 3 W 1—Unlock Silly Blasters at the Extras menu  
 P U C E A T—Unlock Tea cups at the Extras menu

## NAMCO MUSEUM

### Display Game Time in Galaga Arrangement

At the Galaga Arrangement screen, press Left, Right, Left, Right, Up, Down, Up, Down; you'll hear a confirmation sound. The game time will now be displayed at the bottom of the screen while playing Galaga Arrangement.

## THE SIMS

### Cheat Codes

Hold L + R at the main menu, then enter any of the following passwords at the cheat entry menu that appears. Note the spaces in some of the codes:

FISH EYE—First-person perspective. Press the X button to toggle it on and off.  
 FREEALL—All items cost \$0 Simoleons. This code may cause your game to act buggy. After using it



and buying a lot of items, you may want to save and then reset the machine to deactivate the code MIDAS—Unlock all skins, items and multiplayer games. After entering the code, start a new "Get a Life" game, then quit to the main menu while in the Dream House.  
 PARTY M—Unlock "The Motel" multiplayer game (Note: You can only access this game after unlocking the Bonus Menu by entering the "MIDAS" code)  
 SIMS—Unlock the "Play the Sims" mode, which is normally unlocked by playing "Get a Life"

## SPIDER-MAN 2

### Cheat Code

At any time during gameplay, pause the game, enter the Save/Load menu and select "New Game." At the "Enter Name to Start New Game" prompt, enter "HCRAYER" as your name and select "Enter;" you'll see the name disappear. Now simply back out of the "Enter Name" screen and pause; you'll warp directly to Chapter 16 with at least 44.38% of the game completed. This code also gives you 200,000 Hero Points, all four Boss Awards, the Web Zip upgrade and six Speed Swing upgrades. You can also enter the code at the "Enter Name" prompt that appears when you load the game without a save file present. Entering the code repeatedly will allow you to rack up additional Hero Points; they won't count toward the 50,000 you need to finish Chapter 16, and they may not appear in the Hero Points total at your "Status" screen, but they'll be there when you enter a Spidey Store.

## STAR WARS: THE CLONE WARS

### Cheat Codes

At the main menu, select "Options," then "Bonuses," then select "Codes" and enter any of the following codes:

GASMAK—Unlock all missions  
 1WITHFORCE—Unlock invincibility  
 CHOSENI—Unlock unlimited ammo  
 YUB YUB—Unlock bonus objectives  
 FRAGFESTA—Unlock all multiplayer maps  
 CINEMA—Unlock all cutscenes  
 SAYCHEESE—Unlock team photos  
 CORDE—Unlock Amidala in Academy  
 FUZZBALL—Unlock Wookiee in Academy  
 ROGERROGER—Unlock Battle Droid in Academy  
 WAT TAMBOR—Unlock Super Battle Droid in Academy  
 Play Ewok Celebration Song  
 At any menu screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, START (using the D-pad). The Ewok celebration song from Star Wars: Return of the Jedi will begin playing immediately.

## X-MEN LEGENDS

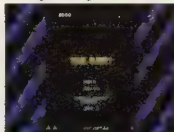
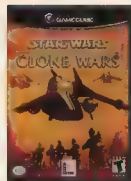
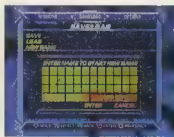
### Unlock Extreme Gear

At the main menu, press Up, Up, Right, Left, Down, Down, START.

## X2: WOLVERINE'S REVENGE

### Cheat Codes

Enter the following codes at the main menu:  
 Unlock all Costumes—B, X, B, Y, Y, L, L, Z  
 Unlock all Cerebro Files and all Movies—B, X, B, Y, Y, L, R, Z  
 Unlock Level Select and all Challenges—B, X, B, Y, B, X, L, R, Z  
 Unlock "Cheats" option at pause menu—B, X, B, X, Y, Y, X, X, L, R, R, Z





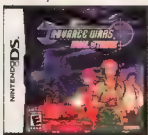


# Nintendo DS tips

## ADVANCE WARS: DUAL STRIKE

### Unlock Advance Wars Custom Map

At the System Menu screen, choose "Design Room," then select "Map" and immediately hold down the L and R buttons while the screen fades out. A special pre-made map will appear with terrain that spells out "Advance Wars."



## ANIMAL CROSSING: WILD WORLD

### Get a Golden Shovel

Buy a second shovel from Tom Nook and bury one of them in the ground. Remember where you buried it, and dig it up 24 hours later to find a Golden Shovel. The Golden Shovel can be used to plant money trees, although they will not always bear fruit.

### Get a Golden Net

Catch all the fish that appear in the game to get the Golden Net from Tom Nook. It is not necessary to donate them to the museum, as long as you have caught them all. Note that bugs given to you by another player do not count toward getting the Golden Net. The Golden Net is wider than the regular net, making it easier to catch bugs.

### Get a Golden Rod

Catch all the fish that appear in the game to get the Golden Rod from Tom Nook. It is not necessary to donate them to the museum, as long as you have caught them all. Note that fish given to you by another player do not count toward getting the Golden Rod. The Golden Rod makes it slightly easier to catch fish.

### Get a Golden Can

Once Pelly or Phyllis deems your town perfect, keep it perfect for 16 days. The next time you speak to Pelly or Phyllis, you'll get the Golden Can. Using the Golden Can on withering flowers can turn flowers gold.

### Get a Golden Slingshot

Shoot 15 floating presents out of the sky with the Slingshot. The 16th present you see float by will be the Golden Slingshot, so don't miss it! The Golden Slingshot fires three bullets at a time, making it easier to shoot down presents.

### Get a Golden Axe

Buy a red turnip from Joan and bury it in the ground. This starts a long trading quest which can get you some rare items, such as Tom Nook's Pic, K.K.'s pic, Pascal's Pic and the Golden Axe. Water the red turnip daily and dig it up later. (For this purpose, you can dig it up after one day if you don't feel like spending the time.) The next time Wendell is in town, give him your red turnip. He'll either give you the country guitar or the turban. If you get the country guitar, give it to K.K. Slider the next Saturday and he'll give you his picture. But if Wendell gives you the turban, give it to Saharah to get either a massage chair or a red vase. Give the red vase to Crazy Redd when he's in town to get the safe, which you should give to Tom Nook in exchange for his picture. If you got the massage chair, give it to Tom Nook for your town's next holiday to get a scallop. Give the scallop to Pascal when you next see him to get either the Golden Axe or Pascal's pic. You can start the quest over (by purchasing another red turnip) if you want to keep all of the items mentioned above.

## BUBBLE BOBBLE REVOLUTION

### Classic Mode Cheat Codes

Choose "Classic Ver." from the main menu, select "1P Game" or "2P Game" and enter the following codes when the Bubble Bobble logo is flashing on the bottom screen:  
Original Game... (Secret doors always appear)—L, R, L, R, L, R, Right, SELECT (Note: Secret doors will appear in Round 20, 30, 40 and 50 if you reach those rounds without losing a life. With this code in place, the doors will always appear even if you lose a life before you reach those rounds. The first three doors lead to secret treasure rooms; the door in Round 50 is a warp to Round 70)  
Power Up! (faster bubbles and character movement)—SELECT, R, L, Left, Right, R, SELECT, Right  
Super Bubble Bobble (unlock "Super" Mode)—Left, R, Left, SELECT, Left, L, Left, SELECT

## CARS

### Cheat Codes

Enter any of the following codes at the title screen; you will hear a confirmation sound each time you enter a code correctly and you will automatically be taken into the main menu of the game.  
Unlock Ramone Style mini-game—Up, Down, Up, Down, A, B, X, Y  
Unlock all mini-games—Up, Up, Down, Down, Left, Right, Left, Right, B, A

## CARTOON NIGHT RACING

### Cheat Codes

Enter any of these codes as your player name to activate the corresponding cheat. You can change your name under the "Options" menu as well.  
SPINACH—Unlimited superpower energy  
ROCKETMAN—Unlimited Dumb Missiles  
A A A R G H—Enables all hazards and pick-ups in the Time Trial  
G I M M I E—Unlock everything  
S T O N E M—Every pick-up looks like a Dumb Missile, but shoots a stone block instead that can turn any vulnerable player to stone  
I M A C O P T E R—Top-down view



## CHARLOTTE'S WEB

### Unlockable Minigames

#### Bale Out—Find the icon in a secret room on Level 1: Zuckerman's Barn

Apple Masher—Find the icon inside a secret room near the top of some haystacks in Level 3: Explore  
Aeronauts—Find the icon in a secret room on Level 4: Some Pig!  
Water Fun—Find the icon up in the branches after entering a tree hole on Level 5: Great Outdoors  
Webbing Crashers—Find the icon inside the secret room next to the water wheel on Level 6: Water Worries  
Bounce—Find the icon up in the branches after entering a tree hole on Level 8: Apple Sauce  
Snacktime for Templeton—Find the icon in the tire pile after entering a tire hole on Level 9: Recon



Food Catch—Find the icon in the tire pile after entering a tire hole on Level 10: Commando Tactics  
Bumper Cars—Find the icon on a ledge outside a circus tent after entering a secret room on Level 13: Pig Underfoot

Ring Toss—Find the icon in a secret room inside a circus tent on Level 14: Carnival  
Spree Ball—Find the icon on top of the information booth on Level 14: Carnival

### Unlockable Storybook Pages

Storybook Page 1—Complete Level 1: Zuckerman's Barn

Storybook Page 2—Find all 20 goose eggs in Level 2: A New Friend

Storybook Page 3—Complete Level 4: Some Pig!

Storybook Page 4—Find all 10 logs in Level 5: Great Outdoors

Storybook Page 5—Find all 10 goslings in Level 6: Water Worries

Storybook Page 6—Complete Level 6: Pig's Out!

Storybook Page 7—Find all 20 apples in Level 8: Apple Sauce

Storybook Page 8—Save all 10 rats in Level 9: Recon

Storybook Page 9—Save all 11 rats in Level 10: Commando Tactics

Storybook Page 10—Save all 10 rats in Level 11: The Great Escape

Storybook Page 11—Complete Level 12: Final Assault

Storybook Page 12—Find all 10 tickets on Level 13: Pig Underfoot

Storybook Page 13—Find all 10 tickets on Level 14: Carnival

Storybook Page 14—Complete Level 15: Do you smell it?

Storybook Page 15—Complete Level 16: Say Uncle

## THE CHRONICLES OF NARNIA

### THE LION, THE WITCH AND THE WARDROBE

Enter the following codes at the title screen/main menu before you start or continue a game:

Invincibility—A, Y, X, B, Up, Up, Down, Down

Restore health automatically—Left, Right, Up, Down, A, A, A, A

Stronger attacks—A, Up, B, Down, X, X, Y, Y

Stronger weapons—Left, Up, A, B, Right, Down, X, Y

Max. money—Up, X, Up, X, Down, B, Down, B

Max. stats—Left, B, Y, Y, Down, X, Right, A

Get armor—A, X, Y, B, Up, Up, Down, Down

## DIGIMON WORLD DS

### Secret Passwords

Enter these passwords within the room in Digi-Central with the Access Counter and Help Desk. There's a staircase leading up to a purple portal where you can enter the passwords.

2 0 0 0 6 3 0—Get Scan Data for DotAgumon  
1 4 0 4 7 0 2—Get Scan Data for DotAcamon  
4 2 0 1 6 0 2—Get Ultimate Sword, Ultimate Brr and Ultimate Ring

## DRAGON BOOSTER

### Passwords

#### Choose "Pass-Word" from the main menu and enter any of the codes listed below. Note: For clarity's sake, we will identify the password symbols



by numbering them from left to right according to the following legend:

- 1—Penn Racing symbol (gold), back row
  - 2—Dragon Eye symbol (black), front row
  - 3—Dragon Flares symbol (red), back row
  - 4—Army of the Dragon symbol (purple), front row
  - 5—Grip of the Dragon symbol (dark green), back row
  - 6—Prophets symbol (orange), front row
  - 7—Inner Order symbol (dark blue), back row
  - 8—Dragon Fish symbol (light blue), front row
  - 9—Dragon Wind symbol (white), back row
  - 10—Will of the Dragon symbol (brown), front row
  - 11—Mechanists symbol (gray), back row
  - 12—Keplers symbol (light green), front row
  - 13—Voice of the Dragon symbol (cyan), back row
- Each time you enter a password correctly, you'll see the word "SUCCESS" flash on the top screen.
- 9, 13, 6, 5, 12—Unlimited spirit meter
  - 8, 9, 7, 10, 13—Unlimited dracles (money)
  - 2, 5, 4, 11, 6, 2—Unlock Shadow Booster and Shadow Dragon
  - 12, 6, 12, 10, 13, 3—Unlock Dragon Booster and Legendary Beas
  - 5, 12, 13, 5, 8, 11—Obtain Green Charging Gear
  - 9, 2, 13, 8, 1, 12—Obtain Blue Energy Bolt Gear
  - 13, 9, 8, 12, 10, 1—Skills Competition vs. Wulph
  - 1, 9, 3, 6, 5, 2—Dragon-Human Duel vs. Reepyr
  - 1, 7, 5, 3, 2, 11—Sprint meter cannot be recharged
  - 11, 11, 11, 11, 11, 11—Obstacles and enemy attacks do super damage to your character in All City Race/Free Run
  - 7, 8, 13, 12, 10, 10—Dragonium bars in All City Race/Free Run are replaced by sushi
  - 1, 12, 3, 1, 1, 3—Mystery Code #62 (see Page 98)
  - 2, 1, 4, 13, 1, 4—Mystery Code #65 (see Page 98)
  - 3, 7, 6, 11, 13, 4—Mystery Code #67 (see Page 98)
  - 1, 4, 5, 12, 1, 2—Mystery Code #70 (see Page 98)

## DRAGON QUEST HEROES: ROCKET SLIME

### Tank Codes

After you unlock the multiplayer tank battles (by rescuing Flatnana), go inside the church and enter either of the following codes to unlock the corresponding tank for use in the Tank Masters tournament or in multiplayer wireless tank battles:

Y, L, Y, R, R, Y, Up, Down, SELECT—Unlock Knight tank

Y, R, Up, Up, L, Y, Down, Down, Down, Y, SELECT—Unlock Nemesis tank

## KIM POSSIBLE: KIMMUNICATOR

### Cheat Codes

At any time during gameplay (not while paused), hold L + R and enter any of the following codes. You'll hear a chime to confirm as soon as you release the L and R buttons.

Refill health—A, A, A, Y

Invisible to enemy attacks—Y, Y, X, A, B

One extra life—A, A, A, Y, X, Y

99 lives—A, A, A, Y, X, Y, B, A

9,999 electronic parts—Y, Y, X, B, A, Y

Max. gadgets/medkits—Y, Y, X, B, A, Y, Y, A

Unlock all missions—X, Y, X, A, X, B

Unlock all outfits—B, A, X, Y, A, B

## KIRBY: CANVAS CURSE

### Secret Characters

- Waddle Dee Ball—Finish the game once. When you start a game from the same file, Waddle Dee will be revealed as a new playable character. He only has four hit points, and cannot obtain powers. He's also much lighter than Kirby.

- Dedede Ball—After you unlock the Waddle Dee Ball, you can buy the Dedede Ball in the Medal Swap for 20 medals. He has seven hit points, and swings a hammer when you tap him. He also cannot obtain powers. He's much larger and heavier than Kirby.

- Meta Knight Ball—After you unlock the Dedede Ball, you can buy him in the Medal Swap for 25 medals. He only has three hit points. He's much lighter than Kirby, but he's slightly stronger.

- Waddle Dee Ball—After you've beaten the game at least once, insert Kirby and the Amazing Mirror or Kirby: Nightmare in Dreamland into the Game Boy Advance cartridge slot of your DS. When you start a game of Kirby: Canvas Curse, Waddle Dee Ball will be available. An alternative way to unlock him is to beat the game with all four of the other characters. He has five hit points and the Beam ability. He can't obtain any other powers.

### Jump Game Medal

The Jump Game unlocks in the Game Select menu after you beat the game with every character. If you manage to launch Kirby 1,500 meters, you'll land right on top of a medal, which is sitting on the course. The best way to launch Kirby this far is to preserve enough ink so you can draw a second ramp when Kirby is already in the air.

## NEW SUPER MARIO BROS.

### Play as Luigi

At the "Select a File" menu in Mario Game (single player) mode, highlight your save file, then hold L + R and press A; you will hear Luigi say his name to confirm that the code is in place.

### Enable Secret Challenge Mode

(Note: This code only works on a save file where you've previously completed the game.) While on the map screen, press START to pause the game and press L, R, L, R, X, X, Y, Y at the pause menu. A message will appear to confirm the code. In Secret Challenge Mode, the screen scrolling works as it did in the original Super Mario Bros.; i.e. you can't go back in the direction from which you came.

### Fireworks

To trigger the fireworks that appear when you touch the flagpole at the end of a stage, make sure that the last two digits of the timer are the same number (i.e. 99, 88, etc.) at the exact instant when Kirby or Luigi touches the flagpole. If your timing is right, you will be rewarded with explosions equal to that number. Since each explosion is worth 4,000 points, you can get a total of 36,000 extra points at the end of each stage instead of the maximum of 8,000 points earned by just hitting the top of the flagpole. Activating fireworks also triggers a Toad House to appear at each stage's starting point, with a reward inside that is also determined by the last two digits of the timer. If the numbers are 11, 22 or 33, you'll find a random power-up inside the Toad House that appears. If they're 44, 55 or 66, you'll get a 1-Up, and if they're 77, 88 or 99, the Toad House will contain a Mega Mushroom.

### Unlock Worlds 4 and 7

Upon reaching World 2 and World 5, you will notice that there are alternate paths out of these levels leading to World 4 and World 7, respectively. Defeating the castle boss of World 2 or World 5 will unlock the upper path leading out of the World. In order to unlock the lower, alternate path out of each World, you'll need some preparation in the form of Mini Mario. Either snag a Mini Mushroom from the final castle of World 2 or World 5, or bring a Mini Mushroom with you and defeat the boss as Mini Mario. After beating the castle boss, Mini Mario will notice the lower path leading out of the castle and the alternate path will be unlocked. You can also use the appropriate warp cannons to travel to these levels (see "Unlocking Warp Cannons").

## Unlock Warp Cannons

### There are five warp cannons in New Super Mario Bros., and each one leads to a different world. Here's how to unlock them:

**World 1 Warp Cannon (World 1-Tower)**—In the room where you collect Coin 3, jump over to the right wall, but don't enter the door. Instead, hop onto the block just above you and walk through the hole. You'll need Shell Mario to break through the blocks in the next room, so be sure to bring a Blue Koopa Shell with you.

**World 2 Warp Cannon (World 2-A)**—To unlock this warp cannon, you must enter the area which contains Coin 3 in World 2-A. After obtaining the Coin, take the warp pipe to reach the alternate exit and unlock the warp cannon.

**World 3 Warp Cannon (World 3-Ghost House)**—Activate the first 1 Switch block and ascend the stairs above you. Continue past the first door and hit the second 1 Switch block, then use the moving platform to jump up to the stairs and run further to the right, all the way to the far wall. At the bottom of the stairs there, hit the brick to reveal the third 1 Switch block and get ready to run! You must quickly go back up the stairs, over the gap and down the stairs to your left where the second 1 Switch block is. If you make it there while the third switch is still activated, you'll see another door next to the second switch. Enter this door and you'll be transported to the alternate exit, unlocking the warp cannon on this stage.

**World 4 Warp Cannon (World 4-Ghost House)**—This door is in the same area as the third Coin on this stage, so you'll have to bring Mini Mario with you to get up there. In the second section, run to the right until you see the green pipe that leads to the exit, but don't go in. As Mini Mario, jump up on top of the pipe, then wall-jump as high as you can against the pipe and move to the right. There will be a ledge that you can reach in the upper right corner of the room. Once on the ledge, wall-jump back and forth up the small tunnel until you get to the door. Enter the door and cross the flagpole to complete the stage, unlocking the path to the warp cannon.

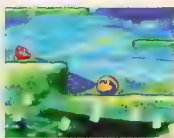
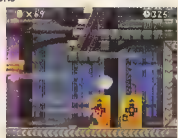
**World 5 Warp Cannon (World 5-Ghost House)**—Just above the door that leads to the second Coin, there is a row of three bricks. Stand on the bricks and jump straight up; you'll hit an invisible block above each one. Jump up onto the newly visible block in the center, then jump straight up to reveal a climbing vine (if you're Super or Fire Mario, you'll have to duck while jumping to find it). Climb the vine and wait for the boxing ghost at the top to clear the bricks for you, then enter the door. You'll then find yourself on an elevator platform. Stand on the platform as it rises and wait as it ascends past the jack-o'-lanterns, shakes back, and forth, and then drops back to the bottom. After the drop, it will quickly rise back up to the top and take you straight to the exit door, leading to the flagpole and the path to the warp cannon.

### Toad Houses, Alternate Paths and Hidden Levels

In addition to the warp cannons, there are several hidden paths, stages and Toad Houses that can be unlocked by taking alternate exits out of specific stages.

**Unlock Toad House and Alternate Path to Tower in World 1 (World 1-2)**—Take the alternate green pipe exit (where Coin 3 is located) to open the path to the red Toad House and a shortcut to the first Tower.

**Unlock World 2-A (World 2-3)**—In the second section, hit the ? block to raise the water level. Swim upward into the next room and hit the second ? block to further raise the water level, allowing you to exit the room via the upper right corner. This





leads to the alternate exit, unlocking the path to World 2-A.

Unlock Toad House in World 2 (World 2-4)—You'll need a Mini Mushroom to access this path. Past the first Coin, there's an area filled with pipes, Piranha Plants and water. Use your Mini Mushroom and drop down into the water, then run to the left; you'll find a small pipe that leads to the alternate exit, opening a path to the red Toad House at the bottom of the map.

Unlock World 3-B (World 3-2)—Just past the first Coin, you'll need to ride an orange mushroom to continue through the stage. As you begin the ride, you should see three pipes jutting out from the top of the stage, colored red, yellow and green. Jump up into the green pipe and you'll be warped to an area with a Spin block and a P Switch block. Hit the Switch block, collect the coins in this room and go down the green pipe on the right. Make your way through the sea of wild orange mushrooms here and at the end you'll find the alternate exit to this stage, unlocking the path to Stage 3-B.

Unlock Toad House in World 4 (World 4-1)—While riding the blue sea monster, you'll see a group of bricks with a ? block on each end. Jump from the head of the beast onto the bricks and jump directly in the center to hit a hidden block and a vine leading up. Climb the vine to reach the alternate exit leading to the green mushroom house nearby.

Unlock Warp Pipe in World 5 (World 5-2)—Between the midway point and the end of the stage, look for a big ice block with two red Buzzy Beetles patrolling it, and a green pipe with a Piranha Plant coming out of the ceiling. Dodge the Beetles and kill or avoid the Piranha Plant, then jump up into the green pipe. This pipe leads to an alternate exit for this stage and unlocks the path to the warp pipe below it on the map.

Unlock Second Warp Pipe in World 5 (World 5-B)—You'll need to bring a Shell Mario to reach the hidden exit here. Just after the midway point, there's a spot where you can wall-jump up and then hop onto the roof to the left. Use Shell Mario to run and break the bricks to clear your way to the alternate exit and a hidden teleport.

Unlock Toad House and Alternate Path to Tower in World 7 (World 7-Ghost House)—This one requires a Mini Mushroom. After hitting the ? switch in the first room, enter the door on the lower right. Your goal is a door on the upper left side of the room, but getting to it will be a lot harder than it sounds from this description. Use your Mini Mushroom, then activate the P Switch block in the center of the room. Run to the left, getting as much speed as possible, and jump up to the higher path. When you see the blue wall of bricks, wall-jump off of it and to the right, as high as and far across as you can get. You should be able to reach the ledge above you and the door sitting upon it if you can wall-jump before the P Switch block's effect ends. Enter the door and hop onto the flagpole to exit the stage and unlock the path to a Toad House and a shortcut to the Tower.

Unlock Toad House and Alternate Path to Castle in World 7 (World 7-4)—For this one, you'll need another Mini Mushroom. In the upper left corner of the stage, there's a Flying ? block to the left of the third Coin. Use your Mini Mushroom, then use a Spin block to jump up onto the flying block. From the flying block, jump up and to the left into the small crevice just above you, then jump from the crevice up and back around to the left again to get over the cliff. Once you're over, jump up into the small pipe you find there and you'll be brought to the alternate exit. Once you've crossed the flagpole, the path to a Toad House and a shortcut to the Castle will open.

Unlock World 7-A (World 7-5)—Just before the end of this stage, in front of the giant Bill Blimp cannon, there is a pyramid of blocks with a Bob-omb pacing atop it. Stomp the Bob-omb and place him on the left side of the bricks, two levels from the top, then carefully run to the left one screen and

grab the Bob-omb there before it walks into the pit. Place it into the space you just cleared with the first Bob-omb, and if your bombing skills are up to snuff, you'll blast open a path to the green pipe below. Enter the pipe, collect your coins and take the green pipe on the right to find the alternate exit to this stage. Hopping this flagpole unlocks the path to Stage 7-A.

Unlock World 7-7 (World 7-6)—At the midway point for this stage, you'll see two rows of bricks with two Koopa Paratroopers underneath. Break the top row of bricks, then hit the center brick in the bottom row to reveal a vine. Climb the vine to enter a new area with another orange mushroom for you to ride across the stage. At the end of your ride, there will be a green pipe extending from the top of the screen; hop up into it to find the alternate exit to this stage. Exiting here unlocks Stage 7-7.

## NINTENDOGS

### Extra Treats

When you're training your dog to learn tricks, a yellow light bulb will appear over its head. You can grab the light bulb and feed it to your dog like a treat! You might also notice that sometimes a yellow bone will appear if you've been petting your dog a lot. You can feed this to it, too.

### Constant Walks

Usually you can only walk your dog every half-hour. However, there is a trick that you can use to get around this limitation. Walk your dog to the park, then switch one of its accessories. The game will automatically save. Turn off the game and you can take your dog for a walk again immediately! This is a great way to increase your chances of finding rare presents.

### Mystery Presents

When walking your dog, sometimes you'll see a present just lying on the sidewalk. Your dog will only pick it up if you notice the present and jerk your pooch in the direction of the present. These presents are usually better than the ones that are already marked by Question Marks on the map.

## PING PALS

### Special Holiday Items

Play the game on the following dates (or change the date at the DS Clock menu) to unlock the corresponding item in the Shop:

**Birthday hat**—Play on the date that you specified as your birthday in the DS User menu

**Valentine (boy and girl)**—Play on February 14th  
**Snowflake sweater**—Play on March 17th  
**Bat Treats, Jack hat, Succubus**—Play on October 31st  
**Eiff skit, Jolly suit, Merry cap**—Play on December 25th

**"Miss" Month**—Play on the 1st of the month  
**"Mr." Month**—Play on the 15th of the month

### Unlock Shantae background

At the main DS menu (before you start to play Ping Pals), select the DS icon at the bottom of the screen to enter the system settings menu. Select the clock/calendar icon, then change the current time to 23:59 or earlier. Now turn on the DS and watch the seconds hand of the clock on the upper screen at the main DS menu. When the clock reaches midnight (00:00), you'll hear a chime; you must tap the "Ping Pals/THQ" button (to load the game) at that exact second. When the game starts, check the item shop and you'll find the Shantae background available for sale.

## PRINCESS NATASHA

### Cheat Codes

Choose "Extras" from the main menu, then select "Codes" and enter any of the following cheats:  
**CRUSHLUBEK**—Infinite lives  
**OLESGIZMO**—All gadgets available  
**SMA SHROBOT**—Extra levels

## RESIDENT EVIL: DEADLY SILENCE

### Special Key

If you clear the game and get the "best" ending for either character, you will earn a special key. (To get the best ending when playing as Jill, you must rescue both Chris and Barry. To get the best ending when playing as Chris, you must rescue both Jill and Rebecca) If you load your game from a save where you unlocked the key, it will appear in your inventory at the start of the game. The key unlocks the door behind the dressing room (the room with the huge mirror on the wall) on the first floor of the mansion. You have to get the Armor Key first so you can unlock the big brown double doors to the east of the central room. Inside this room are brand-new outfits for Chris and Jill; one each in Classic mode and two each in Rebirth mode.

### Rocket Launcher

If you beat the game in under three hours, you'll unlock a Rocket Launcher with unlimited ammo that you can use from the start.

Note that items that you unlock are restricted to the file you used to save your clear data—if you got it by playing Jill/Classic, you can only use the item during a replay of Jill/Classic, etc.

## SPIDER-MAN 2

### Unlock All Special Moves

If you play Spider-Man 2 with the Game Boy Advance game Spider-Man: Mystério's Mace inserted in the GBA cartridge slot of the DS, all of Spidey's special moves will be unlocked when you start a new game or load a saved game.

## SUPER PRINCESS PEACH

### Toad Mini-Game

At the "Press Start" screen, hold R and press START to enter a mini-game where your objective is to control Toad and push other Toads off the screen.

## TEENAGE MUTANT NINJA TURTLES 3

### MUTANT NIGHTMARE

#### Cheat Passwords

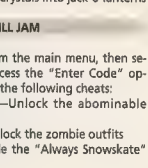
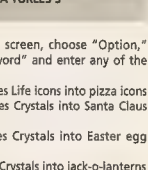
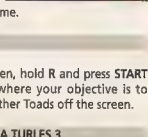
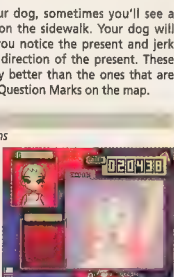
At the "Play Selection" screen, choose "Option," then select "Input Password" and enter any of the following passwords:

**DDRMRLDS**—Changes Life icons into pizza icons  
**LDDMSRMD**—Changes Crystals into Santa Claus icons  
**SDDLMS**—Changes Crystals into Easter egg icons  
**DRSSMRLD**—Changes Crystals into jack-o'-lanterns

## TONY HAWK'S DOWNHILL JAM

### Cheat Codes

Choose "Skateboard" from the main menu, then select "Buy Stuff" and access the "Enter Code" option. Now you can enter the following cheats:  
**B I G S O W M A N**—Unlock the abominable snowman outfits  
**Z O M B I E A V I S**—Unlock the zombie outfits  
**S N O W K I B T**—Enable the "Always Snowskate" cheat  
**M I R R O R B A L L**—Enable the "Mirror Mode" cheat







Improved vehicle handling—Down, Left, Up, L, R,  $\Delta$ ,  $\square$ , X (with this code in place, you can also make your vehicle jump by pressing Down on the D-pad. Nearest pedestrian gets in your vehicle—Down, Up, Right, L, L,  $\square$ , Up, L (this code will only register if you're in a vehicle and a pedestrian is nearby) Fast game code—R, L, L, Down, Up, X, Down, L Increase game speed—Left, Left, R, Up,  $\Delta$ , Down, X (enter this code repeatedly to increase its effect) Decrease game speed—Left, Left,  $\square$ ,  $\square$ , Down, Up, X (repeat the code to increase its effect) Rhino (tank) appears—Up, L, Down, R, Left, L, Right, R

#### GRETZKY NHL

##### Cheat Codes

Choose "Gretzky Challenge" from the main menu, then select "Unlockables." When the Unlockables menu appears, press the **START** button to access the code entry screen and enter any of the following codes. Be sure to include the space characters exactly as they appear below:

SHOENLO—Unlock all unlockable items  
BLUE HAZE—Mystery Code #40A (see Page 98)  
PEANUTBUTTER AND FLUFF—Mystery Code #40B (see Page 98)

#### GRETZKY NHL 06

##### Cheat Passwords

Choose "Features" from the main menu, then select "Gretzky Challenge" and "Unlockables." Press the **START** button at the "Unlockables" screen to bring up the password entry screen and enter any of the following code-sensitive passwords:  
CONHEOSL—Unlock all unlockables  
HAZY AND BLUE—Mystery Code #53A (see Page 98)  
FLUFF AND STUFF—Mystery Code #53B (see Page 98)

#### GUN: SHOWDOWN

##### Cheat Passwords

Select "Profile" from the main menu, then choose "Name" and enter any of the following names to activate the corresponding cheat:  
b a r t o n—Infinite ammunition in Story mode  
c a m p b e l l—Increased ammunition capacity  
q u i v r a—Accelerated firing  
n e d w h i t e—Unlock all weapons in Story mode (except final throw weapon)  
a l l i e s—Unlock Jenny as a playable character  
b a d l a n d s—Unlock Lost City multiplayer map  
h u n t e r—Unlock all Challenges in Quick Play mode  
s o a p y—Mystery Code #84 (see Page 98)  
b o u r b o n—Mystery Code #89 (see Page 98)

#### HOT SHOTS GOLF: OPEN TEE

##### Cheat Code

Choose "New Game" at the title screen. When the "Create Data" screen appears, enter the code "STNEPO" to unlock all characters, courses, caddies and items. This code also maxes out your HSG Rank, Challenge mode rank and character loyalty levels.



#### JUSTICE LEAGUE HEROES

##### Cheat Codes

At any time during gameplay, press **START** to pause the game, then hold L at the pause menu to enter any of the following codes:  
Earn 35 Boosts—Left, Right, Left, Right  
Take less damage—Left, Up, Right, Down  
Purchase all Heroes—Right, Down, Left, Up  
Unlock all Powers, all Powers are maximum rank—Right, Down, Right, Down  
Earn 20 Shields—Up, Up, Down, Down  
Purchase all alternate costumes—Down, Left, Up, Right

Unlock all Cinematics—Down, Right, Down, Left  
One-hit kills—Up, Up, Down, Left, Up, Up, Down, Right  
Invincibility—Left, Down, Right, Up, Left, Down, Right, Up  
Unlimited Power—Down, Down, Right, Right, Up, Up, Left, Left

#### L.A. RUSH

##### Cheat Codes

Enter the following codes at any time during gameplay:  
Unlimited Nitro—Up, Down, Left, Right,  $\square$ , Up, Down,  $\square$ , Up  
High-speed traffic—Up, Down, Left, Right,  $\square$ , Right,  $\square$ , Left

#### MARVEL TRADING CARD GAME

##### Cheat Codes

At the Deck Editor menu, press R to select a new deck, then press L to access the Editor Options menu. Now choose "Name Deck" and enter either of the following codes; it doesn't matter if you enter them in caps or not. You'll hear a loud sound effect to confirm each code.  
B L V R T R S K—Complete card library (20 of each)  
W H O W A N T S P I E—Unlock all puzzles



#### MEDIEVIL: RESURRECTION

##### Cheat Menu

At any time during gameplay, press **START** to pause the game, then hold R and press Down, Up,  $\square$ ,  $\Delta$ ,  $\square$ ,  $\Delta$ , Down, Up,  $\square$ ,  $\Delta$  while the game is paused. A cheat menu will appear with options to toggle invincibility on or off and to unlock all weapons. Repeat the code to disable the menu.

#### METAL GEAR ACID

##### Card Passwords

Choose "Password" from the main menu and enter the following passwords to unlock the corresponding cards:  
v i p e r—Unlock card #173 Viper  
m i k a—Unlock card #178 Mika Slayton  
k a r e n—Unlock card #182 Karen Hojo  
j e h u t y—Unlock card #184 Jehuty  
x m e i g h t—Unlock card #199 XM8

#### METAL GEAR ACID 2

##### Card Passwords

Choose "Password" from the main menu and enter the following passwords to unlock the corresponding cards:

s i g n t—Unlock Mr. Signat card  
m c c y—Unlock Roger McCoy card  
v i p e r—Unlock Viper card  
m i k a—Unlock Mika Slayton card  
k a r e n—Unlock Karen Hojo card  
j e h u t y—Unlock Jehuty card  
x m e i g h t—Unlock XM8 card  
r o n a l d s u—Unlock Banana Skin card  
d c y—Unlock Decoy Octopus card  
s o n o f u l l y—Unlock Jack card  
k o n a m i—Unlock Reaction Block card  
s n a k e—Unlock Solid Snake (MG54) card  
o t a c o n—Unlock Otakon (MG54) card  
s h r r—Unlock Sea Harrier card  
g i n r o m o u s j—Unlock Emma's Parrot card  
g e k k o—Unlock Gekko card  
n e x t g e n—Unlock MG54 card



s h i n t a—Unlock Gijin-San card  
n o j i r i—Unlock Strand card  
m g r—Unlock Meguru Ishii card  
a y m—Unlock Ayumi Kinoshita card  
m k z—Unlock Metal Gear mk.II (MG54) card  
s m o k i n g—Unlock No Smoking card  
t h e s p a n i a r d—Unlock Possessed Arm card  
t o b i d a c i d—Unlock Solid Eye card  
n t m—Unlock Natsume Sano card  
h n m t—Unlock Reiko Hinomoto card

#### MLB 07: THE SHOW

##### Main Menu Cheat

Enter the following code at the main menu:  
Unlock Silver Era and Golden Era teams—Left, Up, Right, Down, Down, Left, Up, Down  
In-Game Cheats

At any time during the game, press the **START** button to pause and enter any of the following codes at the Pause menu:

All pitches have max. speed—Up, Left, Down, Up, Left, Right, Left, Down  
All pitches have max. break—Right, Up, Right, Down, Up, Left, Left, Down  
Big ball—Left, Up, Down, Right, Left, Left, Up, Down  
Big heads—Left, Right, Up, Up, Left, Up, Left  
Tiny heads—Left, Right, Down, Down, Left, Right, Down, Left  
Randomized roster—Left, Up, Down, Up, Right, Left, Left, Down

#### MVP BASEBALL

##### Cheat Code

Choose "My MVP" from the main menu, then select "Create/Edit Player" and create a player named "Dan Carter." As soon as you enter the last name, a message will appear to inform you that all of the rewards have been unlocked.

#### MX VS. ATV: ON THE EDGE

##### Cheat Codes

Choose "Options" from the main menu, then select "Cheat Codes" and enter the following passwords:  
b i g b o r e—Unlock the 500cc bike class  
c o u c h e s—Unlock all ATVs  
b r a p p—Unlock all bikes  
l e a d f o o t—Unlock all machines  
h u c k l i—Unlock all Freestyle tracks  
n o t m o t o—Unlock all Open Class tracks  
g o o u t s i d e—Unlock all National tracks  
h i t t e s k y—Unlock all Big Air tracks  
g o i n s i d e—Unlock all Supercross tracks  
p i t p a s s—Unlock all tracks  
l a m t o o g o o d—Unlock pro physics  
w a r d r o b e—Unlock all gear  
t o o l a z y—Unlock everything

#### NASCAR

##### Cheat Codes

Enter any of the following code-sensitive names as your driver's first and last name in Fight to the Top mode to activate the corresponding cheat:  
GiveMe More—Start with \$10,000,000 in the bank in Fight to the Top mode  
Outta MyWay—Start with 2,000,000 Prestige points and Level 10 Prestige in Fight to the Top mode  
AllBow ToMe—Start with 10,000,000 fans and Rank 1 Popularity in Fight to the Top mode  
ItsAll ForMe—Unlock all Chase Plates in Fight to the Top mode

#### NEED FOR SPEED MOST WANTED 5-1-0

##### Cheat Codes

Start a new game and enter the following code-sensitive names as your player's name to unlock the corresponding cheats:









# Game Boy Advance tips

## ALEX RIDER: STORMBREAKER

### Cheat Codes

Select "Cheats" from the main menu to access a list of cheats that need passwords in order to toggle them on. When you enter the correct password for the corresponding cheat, a check mark will appear next to it in the Cheats menu.

JESSICA PARKER—Infinite health  
VICTORIA PARKER—One-hit KO  
SARYL HIRSCH—Fast Downtimer  
RENATO CELANI—Slow bullets  
6943059—Extra enemy health  
903717—Extra enemy damage  
6894098—Undetectable to bugs  
5204025—Undetectable to guards  
4298359—Dizzy enemies  
9785711—Chase Pastthrough



## ARMY MEN ADVANCE

### Passwords

Q Q Q N R T P C—All Levels Unlocked (Sarge)  
N Q Q D G T P B—All Levels Unlocked (Vikki)

## BALLISTIC: ECKS VS. SEVER

### Cheat Passwords

DEATHWISH—Invincibility  
TOOLEDUP—All weapons  
BIGPOCKET—Infinite ammo  
OOHSTOPIT—One-hit kills  
ACMEBANQ—Explosions do double damage  
COLDFEET—Enemies can't move  
DOYOUCEM E—Enemies ignore you  
HORNBLDOW—Enemies make farting sounds when injured

## BATMAN: RISE OF SIN TZU

### Invincibility

Choose "Continue" from the main menu and enter the password "NDTH\_" to make Batman invincible to enemy attacks.

### Passwords

\_FLYMF—Unlock all levels  
\_FLYMF—Mystery Code #1 (see Page 98)

## BOXING FEVER

### Passwords

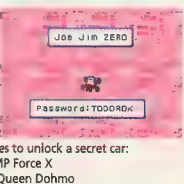
Vs. Boxor—H7649DH5  
Vs. Boxor II—2GG48HD9  
Vs. Boxor III—8G3D9787  
Vs. E. Byclop—B3G58318  
Vs. Byclop—G51F888

## CAR BATTLER JOE

### Secret Vehicles

Choose "Battle League" from the main menu; when the "Use machine" prompt appears, select "Password" and enter any of the following codes to unlock a secret car:

EMPIREII—EMP Force X  
GUARANT—Queen Dohmo



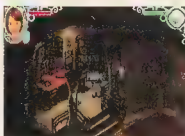
SHISYOI!—Blue Gale EV  
REDIGUNS—Solid Wind  
TODOROK!—Joe Jim ZERO  
IKOKICHI—Casey's WHLS  
NAGAYAD B—Long ValleyZ  
GOKOMAX—MAX-K  
CDMACAPA—Copa Zone23  
MIMIMIMI—Mega+M  
GOIHOMIE!—Piston GH  
CUREWAND—Cavalier  
HAMA1333—Big Bang  
8998811—Issue X  
90160192—Millennium90  
MRIHURRY—Matsu K MK4  
KINNIKUI—MSSL Dolly  
MARRONI—MRIN's Dream  
TK000056—Takah's LSR  
BOMIBOMI—WNN Special

## THE CHRONICLES OF NARNIA THE LION, THE WITCH AND THE WARDROBE

### Cheat Codes

At any time during the game, press START to pause and enter any of the following codes at the Pause screen:

Invincibility—Right, L, Down, A, Left, SELECT  
Kill enemies with one hit—Up, Down, SELECT, SE-LECT, Down, Up  
Get Armor (Only in Winter levels)—A, SELECT, Left, Down, Right, Up  
Refill health—SELECT, R, A, L, Left, Right  
Get five of each usable item—Left, A, Left, SELECT, Down, Down  
Unlock All Chapters  
Choose "New Game" from the main menu, then press R, L, Up, Up, Left, Right at the Chapter select screen to unlock all chapters. The code may not work if you press any unnecessary buttons at the Chapter select screen before entering it. You can also enter the code at the Chapter select screen after loading a saved game, but it does not always work the first time you enter it.



## CRASH BANDICOOT PURPLE: RIPTO'S RAMPADE

### Spyro Party USA Mini-Game

Hold L + R when turning on your Game Boy Advance with Crash Purple inside. Instead of Crash Purple, a "Spyro Party USA" mini-game will appear.

## DARK ARENA

### Cheat Passwords

KNIGHTSFR—All keys available  
LMSPLNNG—All maps available  
THRBLDNS—All weapons available  
NDCRSDRT—Infinite ammo  
HLGND5BR—Infinite health  
NFTRWLLH—Level skip (press START to pause the game, press A to view the map, then press SE-LECT at the map screen to skip the current level)  
NRYRDDS—Enable vowels at password screen  
ALL—Activate all cheats simultaneously

## DAVE MIRRA FREESTYLE BMX 3

### Cheat Code

At the title screen, press R, R, L, L, B, B, L, R; you will hear a sound to confirm that the characters Flash and Metal have been unlocked.

## DK: KING OF SWING

### Secret Passwords

At the title screen—while the words "Press Start" are flashing—hold Up + L + B and press A. You'll hear a chime and a Password menu will appear where you can enter the following codes:

55860327—Unlock "Climbing Race 5" Jungle Jam event  
35805225—Unlock "Obstacle Race 4" Jungle Jam event  
65942922—Unlock "Attack Battle 3" Jungle Jam event

## DOUBLE DRAGON ADVANCE

### Cheat Codes

Choose "Options" from the main menu and enter the following codes at the Options screen:

Unlock sound test—Hold the SELECT button and press R, L, R, L  
Unlock "Expert" difficulty setting—Hold the SELECT button and press Up, Up, Down, Down, Left, Right, Left, Right  
Allow up to 10 credits—Hold the SELECT button and press L, R, Down, L, R, Down, L, R, Right

## DRAGON BALL GT: TRANSFORMATION

### Cheat Codes

Enter any of the following codes at any time during gameplay (not while paused):

You'll hear a small chime to confirm each code.

Invincibility—Up, Down, Left, Right, Up, Down, L, R, A, B  
Defeat enemies or break objects with one hit—Up, Down, Down, Up, Left, Right, Right, Left, L, R, L, B  
Refill health—Down, Up, Left, Left, Up, Right, Down, B  
Refill energy—Down, Up, Right, Right, Left, Right, Left, B  
Max out all stats—Down, Down, Down, Up, Up, Up, Right, Right, Right, Up, Down, Right, Up, B  
Temporary super speed—Right, Up, Down, Right, Up, Down, Right, Up, B  
Temporary infinite energy—Up, Down, Up, Down, Left, Left, Right, Right, Up, B  
Temporary super strength—Right, Up, Right, Right, Up, Right, Up, Left, Left, B  
Secret Characters



Enter any of the following codes at the main menu. You'll hear a small chime to confirm each code.

Unlock SS Goku—Left, Right, Left, Right, Up, Up, B  
Unlock SS Vegeta—Left, Right, Left, Right, Up, Down, Down, B  
Unlock Piccolo—Left, Right, Left, Right, Up, Up, Down, B  
Unlock SS4 Goku—Left, Right, Left, Right, Down, Down, Down, B  
Unlock Super Baby Vegeta—Left, Right, Left, Right, Down, Down, Up, B

## DRAKE & JOSH

### Minigame Passwords

7576—Cafeteria Panic: Arcade Mode  
5688—Soda Pop Blues: Arcade Mode  
2548—Stage Fright: Arcade Mode

## DRILL DOZER

### Special Items

To unlock the following items, you must first beat the game, then purchase the Mega Bit (for 800 chips) so you can drill through steel. Next, enter the newly unlocked "Red Dozers" Training Course, walk a little to the right, then drill down through the steel block to reach the entrance to the secret "Enigma Room." Inside is a combination lock with four dials. When you enter codes in the lock, a different item will rise out of the purple pipe. However, you must enter an activation code before any of the other codes will work. To enter the activation code, you have to turn the dials in a specific order as follows: Turn the second dial to 8, then turn the fourth dial to 2, then turn the first dial to 3, then turn the third dial to 5. (The result will be 3852.) When you enter the activation code correctly, all of the dials will spin to 0 and you will be able to earn special items by entering the following codes:

- 5 0 7 4—Happy Wallpaper
- 1 8 1 4—Rock Star Wallpaper
- 4 0 8 9—Samurai Wallpaper
- 2 4 0 3—Standard Wallpaper
- 2 0 5 9—UFO Wallpaper
- 5 8 5 4—Blue Overalls
- 2 0 9 4—Cute Clothes
- 9 0 2 5—Drill Dozer Coveralls
- 5 7 4 6—Frog Suit
- 1 4 1 9—Futuristic Clothes
- 2 4 5 8—Inspector Uniform
- 2 4 3 8—Nurse Uniform
- 5 7 1 6—School Clothes
- 8 2 8 2—Stylish Skirt
- 4 1 8 1—Thief Threads
- 7 0 7 3—Master Seal



## DROME RACERS

### Cheat Codes

At the main menu, press SELECT to access the "Enter Code" screen, then enter any of the following codes. Note: Some of the codes can't be disabled unless you reset the game data at the Options menu.

- C U P I P U P—Unlock all tracks and cups
- A L L 4 M E—Unlock all teams
- B I F F I N—Max. upgrades for all cars
- B I G U N S—Combines the effects of all the above codes
- L O G R A V Y—Low gravity
- I A M C A R—Weird sound effects



## F-14 TOMCAT

### Passwords

- P X S B S Z N J—Mission 7
- S F G J H D H—Mission 14
- L K F D S B P V—Mission 20

## FROGGER ADVANCE: THE GREAT QUEST

### Passwords

- G Y W L T—Fairy Town 1
- 7 F 3 J—Castle Starkenstein 1

## FROGGER'S ADVENTURES 2: THE LOST WAND

### Secret Levels

At the main title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A; you'll hear a signal to confirm. With this code in place, press the R button at the main menu to access a new set of secret levels called "Magician's Realm."

## GRADIUS GALAXIES

### Power-Up

At any time during the game, press START to pause, then press Up, Up, Down, Down, L, R, L, R, B, A. When you unpause, your ship will be equipped with the highest level of all power-ups. This code can only be used once per game.

## GRAND THEFT AUTO

### Stage Select

At the main menu, press Left, Right, Up, Down, L, R (you'll hear a chime), then hold the START button and press A. A new "Pick Level" option will appear at the bottom of the main menu. After entering this code, you can also press B at the main menu to view the game's credits.

### Cheat Codes

At any time during the game, hold A + B and press START; you'll hear a signal and the words "Cheat Mode On" will appear on the screen, and your character's coordinates will also be displayed. Now you can enter any of the following codes during gameplay (not while paused):

- Left, Right, Up, Down, B, B—Max. health
- Left, Right, Up, Down, A, L—Max. armor
- Left, Right, Up, Down, A, A—All weapons
- Left, Right, Up, Down, L, L—Earn \$15,000
- Left, Right, Up, Down, R, A—"Wanted" level +1
- Left, Right, Up, Down, A, R—"Wanted" level -1
- Left, Right, Up, Down, R, R—Toggle max. "Wanted" level
- Left, Right, Up, Down, L, A—Mystery Code #35 (see Page 98)

## HEY ARNOLD! THE MOVIE

### Play as Helga

At the "Area Select" screen, press Up, Down, Right, Left, Left, Right, Down, Up, SELECT. To return to playing as Arnold, just enter the code again.

## HOT WHEELS STUNT TRACK CHALLENGE

### Passwords

Select "Options" from the main menu, then enter the following passwords:

- C L F N Q R W B—Unlocks all tracks in Game Show Mode and Champions League mode
- S L T B G I Q—Unlocks all lessons in Stunt School
- H W G S P S B—Mystery Code #33 (see Page 98)

## THE INCREDIBLE HULK

### Level Skip

Press START at any time to pause the game, then press Down, Right, Down, Right, Left, Left, Up to skip the current level.

## THE INCREDIBLES: RISE OF THE UNDERMINER

### Cheat Passwords

- L L V L L L—Enable stage select option at the difficulty select screen (press L or R to change the starting level), toggle on-screen debug data during gameplay by pressing SELECT
- Z Q M B I 3—Unlimited Incredimeter
- X 4 V I 3 R—Invulnerability (enemies and obstacles don't affect you, items can't be picked up)
- S H N B R T—Invulnerability + unlimited Incredimeter
- B I L L I—Mystery Code #54A (see Page 98)
- P A T M C I—Mystery Code #54B (see Page 98)

## THE INVINCIBLE IRON MAN

### Cheat Codes

Enter any of the following codes at the title screen while the words "Press Start" are flashing:

- Invincibility—Right, Up, Up, Left, A, Right, SELECT
- Stage select—SELECT, Up, B, A, Right, Up
- Unlimited Uni Beam—B, A, Left, Down, Up, Right



## Unlock all Gallery images—Up, Down, Left, Right

### Erase Saved Game RAM

At the title screen—when the words "Press Start" are flashing—DO NOT enter the following code: Up, Up, Down, Down, Left, Left, Right, B, A, SELECT, START. If you do, you'll reset the game's EEPROM chip, deleting all of your saved game data.

## JACKIE CHAN ADVENTURES

### LEGEND OF THE DARK HAN

### Stage Select

At the title screen—when the words "Press Start" appear—hold the R button and press B, A, Left, Down, Up, Right. A menu will appear that allows you to warp to any stage. Set the "Scrolls" option to "All" to start with all the Special Scroll Attacks.



## JAZZ JACKRABBIT

### Cheat Codes

At any time during the game, press START to pause, then enter any of the following codes. Note: Each of the "space credits" codes can only be used once per game.

- Infinite health—L, L, Left, R, Right, R, Up, Down, Left, R, Right, L
- All weapons/refill ammo—L, R, Left, R, L, Right, L, R, L, Left, R
- 500 space credits—Right, Left, Right, Left, L, R, Up, Down, R, R, L, L
- 1,000 space credits—Up, Down, Up, Down, Left, Right, L, R, L, R, L
- 5,000 space credits—Up, Right, Down, Left, L, L, Right, Left, R, L, L

Stage Select

At the main menu, press Left, Down, L, L, Up, Down, R, Right, Up, Right, L, R. You'll hear a signal and a "Level Select" option will appear. Note: The "space credits" cheats listed above will not work if you start a game using the Level Select option.

## JUSTICE LEAGUE HEROES: THE FLASH

### Cheat Codes

Enter the following codes at the title screen, while the words "Press Start" are flashing. You'll hear the Flash speak each time you enter a code correctly.

- Start with nine lives in reserve—Hold B, press Up, Down, Up, Up, Down, Down, Up, Down, SELECT
- Start with five Justice Icons—Hold B, press Up, Down, Left, Right, Right, Left, Down, Up, SELECT
- Giant Flash—Hold B, press Left, Up, Right, Down, Left, Up, Right, Down, SELECT
- Flash—Hold B, press Down, Down, Left, Up, Up, Up, Up, Right, SELECT
- Giant enemies and destructible objects—Hold B, press Up, Up, Down, Down, Left, Right, Left, Right, SELECT
- Tiny enemies and destructible objects—Hold B, press Down, Down, Up, Up, Right, Left, Right, Left, SELECT
- Mystery Code #86 (see Page 98)—Hold B, press Down, Down, Down, Down, Left, Right, Left, Right, SELECT

## JUSTICE LEAGUE: INJUSTICE FOR ALL

### Cheat Codes

Choose "New Game" from the main menu, then enter any of the following codes at the "Enter Name" screen:

- S A M I B E—Start with 99 lives
- S A M I W A S—Unlock all missions
- S A M I A M—Enemies' attacks don't touch you
- S A M I K I L L—Mystery Code #4A (see Page 98)
- S A M I S H O W—Mystery Code #4B (see Page 98)
- S A M I C A N—Mystery Code #4C (see Page 98)

Note that you can't combine the effects of all the codes; you must use only one at a time. However, if



you simply press **START** during the game to pause, then highlight the "Resume" option and press **SELECT**, you will have the benefits of the "Enemies attacks don't touch you" code, even if you haven't entered any of the above codes.

# KIM POSSIBLE: REVENGE OF MONKEY FIST

## Password

Ron, Kim, Kim, Guard, Guard, Guard—Start new game with all extras unlocked  
The password system uses the pictures of the various characters from the TV show. The first picture in each box is always Kim. If you push **Down** on the D-pad, the remaining characters are shown in the following order: Ron, Shogo, Wade, Monkey Fist, Rufus, Draken, Guard.

# LEGO BIONICLE

## Unlock Mini Games

Start a new game and enter one of the following codes as your character's name. After the adventure begins, pause and save your game, then pause again and quit. The corresponding mini-game will now be available from the Mini Games option at the main menu.

8 M R 4 7 2—Usual Crab Dig  
9 M A 2 6 8—Ngalawa Boat Race  
5 M G 8 3 4—Koli Football  
3 L T 1 5 4—Kewa Bird Riding  
V 3 3 6 7 3—Hual Snowball Sling  
4 C R 4 8 7—Ignali Lava Surfing

# LEGO STAR WARS: THE VIDEO GAME

## Cheat Codes

At any time during the game, press the **START** button to pause, then enter any of the following codes:  
Powerful blasters—**Down, Down, Left, Right, Down, L**  
Speed boost—**Right, Right, Down, Up, Right, L**  
Get coins—**L, L, R, Left, Left, R, R**  
Get a Repair Robot—**Down, Down, Down, Down, L, Right, Down, Right, L**

# LEGO STAR WARS II: THE ORIGINAL TRILOGY

## Cheat Codes

Inside the Mos Eisley cantina, walk up to the counter and press **B** to talk to the bartender. Select "Codes" from the menu that appears and enter any of the following passwords:  
1 1 3 4 0—Unlock Sith Mode cheat  
7 5 0 4 6—Unlock Jedi Spirit cheat  
8 0 8 7 3—Unlock Bubble Blaster cheat  
7 5 5 4 6—Unlock Dancing Girl in the corner of the Mos Eisley cantina

# LILLO & STITCH

## 99 Lives

Highlight "Start Game" at the main menu, hold **R + SELECT** and press **A** to begin the game with 99 lives.

# LUNAR LEGEND

## Duplicate Items

Equip an item, then unequip it and save the game. Reload the game and you'll have the item equipped with a duplicate in your inventory.

# MASTERS OF THE UNIVERSE INTERACTIVE

## HE-MAN: POWER OF GRAYSKULL

## Password

W R K L K D M G—Unlock all stages

# MEN IN BLACK: THE SERIES

## Cheat Passwords

L V F R V R D D—Invincibility  
N F N T M D D D—Infinite ammo  
L L W P N S D D—Have all weapons

# MONSTER FORCE

## Level Skip

At any time during gameplay (not while paused), hold **L + R + A** and press **Up** to complete the current level.

## Invincibility

At any time during the game, press **START** to pause. At the pause screen, hold **L + R + B** and press **Down**; you'll hear a special sound effect to confirm. Now your energy will automatically refill whenever it gets too low. Entering the code again will disable it.

## Secret Characters

At the character select screen, press and hold **L + R + B**, then press **Right** to unlock Mina and Drew.

# MR. DRILLER 2

## Cheat Code

Start a game in Mission Driller mode, then pause the game and press **Down, Select, Up, Down, L, R, Down, Up, R, L, Up, A** to earn 10 lives.

# THE MUPPETS: ON WITH THE SHOW!

## Cheat Password

Choose "Continue" from the main menu and enter the password "K07G6" to unlock all of the difficulty settings and Activity Mode mini-games.

# NICKTOONS UNITE!

## Passwords

J A Z M I N E—Level 2 (Fenton Lab)  
P A U L I N A—Level 3 (Vlad's Chateau)  
S K U L K E R—Level 4 (Bikini Bottom)  
P A T R I C K—Level 5 (Chum Bucket)  
M E R M A I D—Level 6 (Plankton)  
S C A L L O P—Level 7 (Timmy's Home)  
B A B Y S I T—Level 8 (Dimmedale Dump)  
G O D A R D—Level 9 (Crocker's Locker Room)  
E S T E V E Z—Level 10 (Jimmy's Lab)  
L I B E R T Y—Level 11 (Subterranean Caves)  
S K Y L A R K—Level 12 (Prof Calamitous' Lab)

# OPERATION: ARMORED LIBERTY

## Passwords

B K F S Z W—Mission 2 B K F J Z C—Mission 7  
D F F S K Z—Mission 3 D Y F S Z J—Mission 8  
S K X S Z P—Mission 4 V K F S Z Q—Mission 9  
Q K F S Z B—Mission 5 S K F S P Z—Mission 10  
X K F S J Z—Mission 6

# PAC-MAN COLLECTION

## Pac-Attack Puzzle Mode Passwords

S R Y—Stage 10 T M P—Stage 60  
M W S—Stage 20 W T M—Stage 70  
W H T—Stage 30 B S K—Stage 80  
R M N—Stage 40 B T F—Stage 90  
W L C—Stage 50 L S T—Stage 100

# PITFALL: THE MAYAN ADVENTURE

## Unlimited Continues

When you lose your last life and the "Continue" screen appears, highlight the "Continue" option and press **B** repeatedly. Instead of being reduced by just one, you'll see your remaining continues change to "0," then "9"—but you have to be quick enough to do it before Harry Jr. runs off the screen. Now the number of continues will remain at nine each time you run out of lives.

## Stage Select

At the title screen, wait until the boomerang appears, then press **L, SELECT, A, SELECT, R, A, L, SELECT**; you'll see the name of the first stage ("Forest

1") appear in the center of the screen. Now hold **SELECT** and use the **L** and **R** buttons to choose a starting stage; when you start the game, you'll go directly to the stage you chose. Note: With this code in place, if you press **SELECT** while the game is paused, you'll be sent back to the title screen.

## Level Warp

With the stage-select code in place as described above, start a game, then hold the **SELECT** button and you can use the D-pad to move Harry Jr. to any part of the current stage.

## Infinite Weapons

With the stage-select code in place, you can also refill your weapon supplies at any time during the game if you hold the **SELECT** button and press **B**; you'll see the item counters jump to 99.

# READY 2 RUMBLE BOXING: ROUND 2

## Secret Characters

Enter the following codes at the main menu to unlock the three hidden characters. You'll hear a cheer to confirm each code:

Michael Jackson—Highlight the word "Arcade," then press **Left, Left, Right, Left, Right, Left, Left + R** simultaneously  
Rumbleman—Highlight the word "Championship," then press **Left, Left, Right, Left, Right, Left, Right, Left, Left + R** simultaneously  
Shaqille O'Neal—Highlight the word "Survival," then press **Left, Left, Left, Left, Right, Right, Left, Right, Left + R** simultaneously

# RIVER CITY RANSOM EX

## Cheat Codes

Press **START** to pause the game, then select "Status." At the Status screen, select "Name" and change your characters' name to any of the following names to activate the desired cheat:  
D A N A X—All abilities maxed out  
P L A Y A—Earn \$999,999.99 instantly  
F U Z Z Y—Enable Mach Punch, Dragon Kick, Acro Circus, Grand Slam, Javelin Man, Slick Trick, Nitro Port, Twin Kick, Deadly Shot, Top Spin, Helicopter and Torpedo techniques

W U Z Z Y—Enable Slap Happy, Pulper, Headbutt, Kickstand, Big Bang, Wheel Throw, Glide Chop, Head Bomb, Chain Chump, Jet Kick, Shuriken and Flip Throw techniques  
W A Z Z A—Enable Boomerang, Charge It, Bat Fang, Flying Kick, Speed Drop, Bomb Blow, Killer Kick, Bike Kick, Slam Pump, Dragon Kneel, God Fist and Hyperguard techniques  
B E A R—Enable PhoenixWing, Inlines, Springlines, Rocketeers, Air Mercs, Narcisshoes, Magic Pants, Pandora Box, Skater and Custom Fit at the Techniques menu

X T R A O—Add Custom Char to Item menu  
X T R A I—Add Custom Self to Item menu  
X T R A Z—Add Custom Move to Item menu  
E R A Z E—Erase all saved character data

# ROCKET POWER: DREAM SCHEME

## Passwords

M A D T Q W N I—Skip the opening cutscene  
T W I S T 3 R I—Start in the Monkey Jungle stage with all other areas completed, all characters available, all special unlocked and maximum health  
B I P 3 5 6 B T—Unlock all levels

# THE SCORPION KING: SWORD OF OSIRIS

## Stage Select + Character Select

At the main menu, select "Continue," then press **Down, Down, Right, Up, Right, Up, Right, Down, Down, START**. A stage select menu will appear. At the stage-select menu, point the arrow to the name of the stage you want to play, then press **START** to play as Mathayus or **SELECT** to play as Cassandra.

## THE SIMPSONS: ROAD RAGE

Unlock All Characters, Vehicles and Missions

Options," then select "Set Password" and input the following Simpsons characters' icons: Maggie, Willy, Bart, Chief Wiggum, Apo, Moe, Krusty, Barney.



## SONIC ADVANCE

Play as Sonic w/Tails

Choose "Game Start" from the main menu. At the character-select screen, highlight Sonic, then press Up, Right, Down, Right, L, Right, R, Right, A. You'll hear a chime to confirm. Now you'll be playing as Sonic with Tails following behind you, just like *Sonic the Hedgehog 2* on the Sega Genesis.

## SPACE CHAMPION 5: ULALA'S COSMIC ATTACK

Auto Play Mode

At any time during gameplay, hold L + R and press Up, Left, A, Left, A, Down, Right, B, Right, B. You'll hear a shout to confirm the code. Now the game will play by itself.

## SPACE INVADERS

Cheat Codes

Enter any of the following codes at the title screen, while the words "Press Start" are flashing: Access cheat menu (stage select/permanent shield)—B, A, SELECT, SELECT, B, A, Left, Left  
Invincibility in Classic Mode—Left, A, SELECT, SELECT, Up, Up  
Unlock Maniacal skill level—B, A, Down, B, A, Down, B, Up, SELECT  
Mystery Code #36 (see Page 98)—Left, R, L, Right, Left, R, L, Right



## SPIDER-MAN: MYSTERIO'S MENACE

Passwords

J V 3 1—Start the game with all levels unlocked and all items  
C R D T S—See the credits

## SPY HUNTER

Secret Codes

Enter any of the following codes as your name when creating a new agent file; the corresponding cheat will then be active, but only when using that particular file:

E D A C R A—Unlock Arcade Mode  
S U P E R S P Y—Unlock "Super Agent" difficulty option at mission select menu  
B U Y M K D A—Unlock all cheats at System Options menu

Unlock Everything

Note: You must clear all three agent files in order to enter this code. Select the first file and enter your name as "BEST". Next, select the second agent file and enter your name as "GAME", then select the third agent file and enter "EVER" as your name. Now select the "BEST" save slot and you'll find that Arcade Mode, all of the cheats and all of the missions have been unlocked, including the "Super Agent" missions. Once this code is in place, you may delete the "GAME" and "EVER" agent files if you wish.

Blood Code

During any of the "Eliminate Chickens" stages, press START to pause, then press Left, Left, Right, Right, Left, Left, A to make the chickens bleed when you hit them. Enter the code again to disable it.

## Clear Cartridge Memory

To reset the "Top Agents" high score table in Arcade Mode, press Up, Down, L, R, L at the copyright screen that appears when you first turn the game on. To erase the entire cartridge memory—including all saved game data—press Left, Left, Right, Left, R, R at the copyright screen.

## SPYRO ORANGE: THE CORTEX CONSPIRACY

Crash Party USA Mini-Game

Hold L + R when turning on your Game Boy Advance with *Spyro Orange* inside. Instead of *Spyro Orange*, the "Crash Party USA" mini-game will appear.

## STAR WARS: FLIGHT OF THE FALCON

Cheat Codes

At any time during gameplay, press START to pause, then hold the L + R buttons and press Up, Right, A, START, A, Down, A, START, START. The game will automatically un-pause. Press START to pause again, then press A to quit. Now you can enter the following cheat codes by choosing "Password" from the main menu:

S P V D—Infinite shield  
M O N G—Infinite lives  
B L O B—Unlimited missiles  
G O G O—Rapid-fire for main weapon (hold A button)  
F V N K—Unlock all levels  
G O O N—Add "View Credits" option to Options menu  
F 4 C 3—View developer image gallery

## STAR X

Cheat Passwords

Choose "Start" from the main menu, then select "Password" and enter any of the following codes:  
G S H A R D—Invincibility  
G S B O O M—Infinite Smart Bombs  
G S M A X—Always have max. weapons

## SUPER MONKEY BALL JR.

Cheat Codes

Enter the following codes at the title screen while the words "Press Start" are flashing. Note: The codes must be entered very quickly or they won't register.  
Unlock all stages in Practice mode, all mini-games and "Credits" option at the Game Options screen—Down, Down, Up, Up, Left, Right, Left, Right, B, A  
Blocky graphics with improved frame rate—Left, Left, Right, Right, Down, Down, A  
Display "Nice Try" message—Up, Up, Down, Down, Left, Right, Left, Right, B, A

## SUPER PUZZLE FIGHTER II

Secret Characters

Each of the following codes works at the character-select screen in Arcade Mode or Link Battle mode:  
Akuma (Player 1)—Highlight Morrigan, hold SELECT, press Down, Down, Down, Left, Left, Left, A  
Akuma (Player 2)—Highlight Felicia, hold SELECT, press Down, Down, Down, Right, Right, Right, A  
Dan (Player 1)—Highlight Morrigan, hold SELECT, press Left, Left, Left, Down, Down, Down, A  
Dan (Player 2)—Highlight Felicia, hold SELECT, press Right, Right, Right, Down, Down, Down, A  
Devilot (Player 1)—Highlight Morrigan, hold SELECT, press Left, Left, Left, Down, Down, Down, A  
A (game as Dan code, but you must press A at the exact moment when the timer is at the 10-second mark)  
Devilot (Player 2)—Highlight Felicia, hold SELECT, press Right, Right, Right, Down, Down, Down, A  
A (game as Dan code, but you must press A at the exact moment when the timer is at the 10-second mark)  
Hsien-Ko's sister (Player 1)—Highlight Morrigan, hold SELECT, press Right, A  
Hsien-Ko's sister (Player 2)—Highlight Felicia, hold SELECT, press Left, Left, A

Anita (Player 1)—Highlight Morrigan, hold SELECT, press Right, Right, A  
Anita (Player 2)—Highlight Felicia, hold SELECT, press Left, A

## TEXAS HOLD 'EM POKER

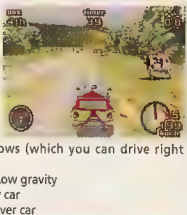
Phil Hellmuth Passwords

7 ♣ ♠ 5 3 5 F 6 6 W W ♣ T S R L—Atlantic City Tournament  
H P 6 4 3 3 5 F 6 6 W W ♣ T S R J—Lake Tahoe Tournament  
7 6 3 ♠ 3 6 5 F 6 6 W W ♣ T S R P—Las Vegas Championship  
X D C 4 3 4 5 F 6 6 W W ♣ T S R N—Reno Tournament

## TOP GEAR RALLY

Secret Codes

Choose "New Game" from the main menu and enter any of the following codes at the "name entry" screen:  
r o g u e o p s—All obstacles are replaced with cows (which you can drive right through)  
m o n w a l k—Low gravity  
r c r a c e r s—Tiny car  
h o v e r c a r—Hover car



## ULTIMATE ARCADE GAMES

Cheat Codes

Enter the following codes at the main menu. You'll hear a confirmation sound each time you enter a code correctly.  
Unlock all 12 Arcade Games—L, L, L, L, R, L, R, Left, Up, Right, Down, Left, Up, Right, Down, R, L, SELECT  
Unlock all 120 Challenges—L, L, L, R, L, R, R, Up, Up, Up, Down, Down, Left, Up, Right, Down, SELECT

## URBAN YETI

Passwords

Choose "Continue" from the main menu, then enter any of the following passwords to begin at the stage indicated with three credits:  
F O R E W O R D—Level 1: Industrial Island  
H A M S T E A K—Mini-Game: Soup Kitchen Manager  
N I T E T I M E—Level 1: Industrial Island (Part 2)  
V E N G E F U—Level 2: The City  
P I N G P O N G—Mini-Game: Discus Tournament  
D U M P S T E R—Level 3: The City  
Y E T I R A F T—Mini-Game: Lazy Sewer o' Fun  
C I T I Z E N S—Level 4: The Suburbs  
P R O V I D E R—Mini-Game: Yeti Chicken Rancher  
T O N Y G O L D—Secret cheat menu  
B S W S B S W S—Weird screen



## WARLORD LAND

Karaoke Mode

Enter the Sound Room, then press Up + START + SELECT + L + R. As soon as all five buttons are held down simultaneously, a new "Karaoke" option will appear at the top of the screen. Select this option and you can sing along—in Japanese—to a special hidden CD tune. While the song plays, you can use the following commands to modify it:  
Tap Up repeatedly—Raise pitch  
Tap Down repeatedly—Lower pitch  
Tap Left repeatedly—Slow down  
Tap Right repeatedly—Speed up  
Press L or R—Toggle vocals on/off

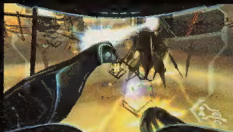
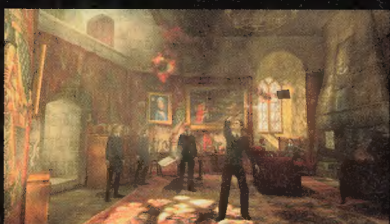


# Coming Attractions

Next Month in the September issue of *TIPS & TRICKS*:

Special Sneak Preview of *Metroid Prime 3: Corruption* for the Wii

It's among the most anticipated games of the year and we've got the Prime Coordinates on the latest incarnation of Nintendo's killer franchise.



## Addicted to Catan on Xbox Live Arcade?

No worries—we're here to get you up to speed on the hot, new electronic edition of the celebrated German board game, *Settlers of Catan*. Co-developed by Big Huge Games and original creator Klaus Teuber, it has already hooked a wide array of gamer-types.



## Complete Strategy Guide for Harry Potter and the Order of the Phoenix

Available for all three game consoles as well as the PC, we'll help you guide Harry through those troublesome teen wizard years.

Plus all the cheat codes and strategy hints that you can carry! You wouldn't want to miss all that, would you?

## DO YOU KNOW THE SECRET OF THE MYSTERY CODES?



Scattered throughout our *Tips* pages are cheat codes that we call "Mystery Codes"—these are codes that are known to work, but we're not sure what effect they have in the game in question. Please note that these codes may not have any effect at all; there's a very strong possibility that they were left in the games inadvertently or that their effects were intentionally disabled before the games were released. However, we invite you to prove otherwise. Test out these codes for yourself; if you're the first person to tell us exactly what a Mystery Code does, we'll send you your very own *Tips & Tricks* cap or backpack. No guesses, now—you must describe the difference in the game that results from entering the code so we can verify that your answer is correct. E-mail your answer(s)—including the name of the game and the Mystery Code number—to [MysteryCodes@TipsTricks.com](mailto:MysteryCodes@TipsTricks.com) and be sure to tell us if you prefer the cap or backpack if you should win. Note: If you don't have e-mail access, you can mail your answer(s) to Mystery Codes, c/o *Tips & Tricks*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211; we'll know when you mailed it by the postmark on the envelope.



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